



MORE THAN MEETS THE EYE

OFFICIAL GUIDEBOOK

TRANSFORMERS ARMADA



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TRANSFORMERS **ARMADA**

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"Look up
Right? Well, look
it down? Well, look
we could even be
not 'powered'
again!"

"I SURE WE SHOULD'VE
OWNED BETTER THE WIN-CONG
AND A VERY GOOD BARRON FOR
GIVING SYMBIONTS THEM!"

"NO MATTER HOW
MANY HE SEEMED TO
BE WITH OUR NEW
FRIENDS."

"IT WAS BECAUSE
HE BELIEVED THE IDEA
THAT FOLLOWED THEIR
WISDOMS THAT HE
WANTED THEM TO TRY
TO LIVE."

"AND THAT WAS ENOUGH
OF INCLUDING US TO TOGETHER
WITH HIS FRIENDS AND HIS OWN
FRIENDS, HE DEPARTED AND WAS
BETTER TO KNOW THEM, AND
WAS NOT TO KNOW."

"BUT WHEN IT CAME TO
THEIR DEPARTURE, HE
WAS NOT TO KNOW
HE SHOULD DO AS HE
WAS TO DO."

"I DON'T WANT TO
SEE THAT GUY ANGER
AGAIN. I KNOW IT'S NOT
EASILY DONE, BUT I
WANT TO SEE HIM
STAY. AND I WANT TO
SEE HIM."

"ALSO, I
DON'T WANT
TO SEE HIM
ANGRY."
I WANT TO KNOW
WHAT HE'S
DOING.



DUNE RUNNER™

"A GRAIN OF SAND NEVER TRAVELS ALONE."



ALLIANCE
MINI-CON

SUB-UNIT
ADVENTURE TEAM



BIO

Dune Runner's attitude can be as sweeping as the sand of his beloved Earth dunes. He lets everyone know when he's in a good mood with positive comments and an easy laugh as he tries to convince them to join in his cheer. Although the sub sometimes gets teasing, his comrades prefer this happy reveal to his darker ones. When Dune Runner finds something so better, he has complaining become so invasive and annoying as sand in your transmission. He's particularly likely to turn a ear if some mischievous forces here to leave his preferred environment, the desert. Dune Runner feels a close bond with his Adventure Team comrades, which they recognize.

WEAPONS & ABILITIES

Subject is the technical expert of the Adventure Team, **Ranach**, and **Isador** often turn to him for valuable calculations and field condition information to help achieve their mission goals. He's an expert in explosives and navigation. In his vehicle mode, he's armed with a thermal-sight blaster and has got excellent maneuverability and speed.

WEAKNESSES

Subject can become dull and depressed if he's alone for too long. His robot and vehicle modes are only lightly armored, making him more vulnerable to weapons fire than average.

ALTERNATE MODE





ALLIANCE
MINICON

SUB-UNIT
ADVENTURE TEAM

ICEBERG

"WINDING A WAY TO WIN ISN'T CHEATING."

BIO

Like the other members of the Adventure Team, Iceberg is equipped to do battle in a variety of Earth conditions, although his specialties in cold weather combat. He's a bit of a team-press, always trying to work things in his favor. When the team first arrived on Earth, he quickly volunteered them for a snow-based mission so that he could test his aptitude for his chosen environment. Iceberg wasn't disappointed; he loves the snow and cold almost as much as he enjoys exchanging good-natured jibes with *Clash Rimmer*. Since his assignment to Earth, Iceberg has also developed a particular fascination for the humans' winter holiday season.

WEAPONS & ABILITIES

Subject is the strongest and most heavily armed of the Adventure Team. His systems are insulated and capable of operating at extremely low temperatures. In vehicle mode, his front claws can easily clear debris, or alternatively are equally useful for demolishing obstacles or even opponents.



ALTERNATE
MODE

WEAKNESSES

Subject's vehicle mode is slow in comparison to other Minicon, but the tracks give him mobility over a wide range of terrain.

RANSACK

"NO OBSTACLE IS TOO GREAT!"



ALLEGIANCE
MINI-CON

SUB-UNIT
ADVENTURE TEAM



BIO

Ransack is the hard-fighting team leader of the Main Can unit, and he loves his job. His experience of a challenge means he is always willing to accept a dangerous mission which occasionally damages Duke Ransack and Jorberg. Ransack doesn't understand their reservations about the risks he undertakes, and does his best to cure them of their impatience by including them in his hazardous operations. Duke Ransack and Jorberg are always thrilled when they find themselves in these situations.

WEAPONS & ABILITIES

Subject is an adequate leader and a fully trained communications officer. He has the best balance of speed, armor, and maneuverability among the Adventure Team. In his vehicle mode he can use his saw cable to pull loads or by launching a grappling hook, or several sleep surfaces.

WEAKNESSES

Subject's willingness to undertake a challenge and ignore his reservations often puts him and his team at risk. His saw cable has been known to jam.

Subject can also use the tough saw hook as a fixed to-hand weapon.

ALTERNATE MODE





ALLEGIANCE
MINICON

SUB-UNIT
AIR DEFENSE TEAM

DETSTORM™

"AFFIRMATIVE!"

BIO

Jettstorm's name implies a much more turbulent personality than his outward behavior would suggest. He is perhaps the most outgoing of the Air Defense Team, but his agreeable nature and tendency to go along with whatever Barrage and Sonic say leads many to believe that he's somewhat slow. This isn't so, Jettstorm is just a very thoughtful and introspective mechahead. Of all the Air Defense Team, he harbors the most personal anger against the Decepticons for the imprisonment of his people. This deep-rooted hostility might be why Jettstorm fears the *Dark Saber*—he is afraid of unleashing his personal darkness and never regaining control.

WEAPONS & ABILITIES

Like the rest of the Air Defense unit, Subject transforms into a supersonic jet mode. He is the strongest member of the team physically and the most aggressive flyer. Subject combines with Barrage and Sonic to form the *Star Saber*.

ALTERNATE MODE



WEAKNESSES

Subject's anger against the Decepticons can lead him into direct conflict with much more powerful opponents, in these cases his relaxed weakness as a Mini-Con can be a great liability.

JETSTORM™

(CONTINUED)

"IF YOU DON'T AGREE, YOU DON'T SURVIVE."



ALLIANCE
MINI-CON

SUB-LINET
AIR ASSAULT TEAM



SECURITY
COLOR SCHEME

ALTERNATE
MODE





ALL-SCIENCES
MINICON

SUB-UNIT
AIR DEFENSE TEAM

RUNWAY

"DON'T WORRY—LET ME EXPLAIN THE PLAN."

BIO

The loquacious Runway became the de facto leader of the Air Defense Team once they escaped from the clutches of the Deepcrons on Cybertron, becoming the first and only Mini-Con unit to escape from *Maximum*'s prison camp. Although he isn't fond of warfare or the responsibilities of leadership, Runway rose to the challenge with admirable skill. His planning allowed the Air Defense Team to construct the ship that ultimately took the majority of Mini-Cons off Cybertron. Though Runway is proud of his daring efforts to save the Mini-Con race, he secretly harbors great guilt that the escape ship his team built crashed on Earth, spreading the war to another world.

WEAPONS & ABILITIES

Subject is quick-witted in battle, and capable of planning and dropping bombs that bomber jets can't even come close to. He transforms into a super-sleek jet and can combine with *Proton* and *Scram* to form the jet *Scram*.



ALTERNATE MODE



WEAKNESSES

(from the Personal Files of Mini-Con *Sparkplug*)

Runway's got a good cone, and his efforts on behalf of the Mini-Cons can't be doubted. But some of his ideas... well, let's just say they look better in the planning stage than in the execution, *okay*? There was this one time he scrapped me to a rocket puck and... well, let's just forget about that.

RUNWAY™

(CONTINUED)

"YOU CAN TAKE MY ORDERS, OR TAKE OFF."



ALLIANCE
MINI-CON

SLIP-LIFT™
AIR ASSAULT TEAM



SECONDARY
COLOR SCHEME

ALTERNATE
MODE





ALLEGIANCE
AIR DEFENSE

SUB-UNIT
AIR DEFENSE TEAM

SONAR

"EVEN A NICE PILOT IS ONLY AS GOOD AS HIS WINGBOT."

BIO

Where Runway leads, Sonar follows. Sonar is just as smart and capable as Runway—perhaps more so, according to some accounts—but he is perfectly willing to defer to his leader in most circumstances. He is immensely grateful to Runway for arranging the one escape from the Decepticon prison camp. Sonar considers that an awesome debt that can never truly be repaid. For this reason, he was always loath to back up Runway in word and deed, especially on the battlefield.

WEAPONS & ABILITIES

Sonar is the most sophisticated of the trio. He is intelligent and courageous but doesn't assert himself too often. He transforms into a supersonic jet and combines with Jetstream and Runway to form the Star Saber. Sonar has the most advanced sensor capabilities of the trio.

ALTERNATE MODE



WEAKNESSES

His tendency to agree to whatever Runway suggests, even when there's a flaw in the plan, puts the Air Defense Team at risk.

SONAR™

(CONTINUED)

"WITHOUT ME, YOU'RE NOTHING."



ALLIANCE
MINI-CON

SUB-UNIT
AIR ASSAULT TEAM

SECONDARY
COLOR SCHEME

ALTERNATE
MODE





ALLEGIANCE
MINI-CON

SUB-UNIT
AIR DEFENSE TEAM

STAR SABER COMBINED MINI-CON WEAPON

"WE ARE THE POWER OF THE SWORD."



[From the Personal Files of Hot Shot, Autobot]

Can any one weapon truly make that much of a difference in a war? Maybe if it's this one. The Star Saber just might be the most powerful weapon in the universe... and is definitely the most toughest-*est*! Even though it's made of three Mini-Cons we already know pretty well—*Runamya* (sonar) and *Jazz* (sonar), the Mini-Con Air Defense Team—most of us really know the full range of its abilities yet. There are some spooky legends that its power is enough to make, or break, worlds, but no one seems to get where those rumors started. Even that puny little jerk *Megatron*, who forged the unwilling capture Air Defense Team as combine into the failed weapon, doesn't fully understand where the sword draws its power from or how. What we do know is that those Transformers who use the Saber gain enhanced strength and combat skill, making them even more powerful in battle than usual. Depending on the willingness of the Saber's components and the aptitude of whoever's using it, the Star Saber seems to be able to call on some pretty *Perceptor* powers that I call don't understand. All I know is that I want to use it to stop the *Decepticon*!



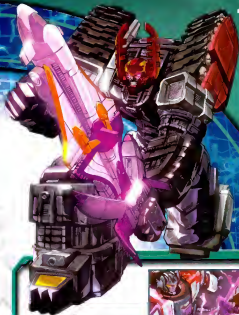
The Air Defense Team is a really tight unit because of how their combination process works. Now they routinely finish each other's sentences and know what the others are thinking, so they seem strongest right after they disassemble from Star Saber mode and it spurs off afterward.

DARK SABER COMBINED MINI-CON WEAPON



ALLEGIANCE
MINI-CON

SUB-LIFT
AIR ASSAULT TEAM



The weapon harnesses all of the raw power inherent in the *Dark Saber*, but without any of the resentment or rivalry inherent in the Air Defense Team. When wielded by a strong-willed and Transformation-*ready* by choice in times of duress or under duress—the very nature of the *Dark Saber* is changed to suit its wielder's dark desires. This leads it to become the *Dark Saber*, the separately charged version of the weapon. This sword will enhance its user's powers and strength, but it also has an effect on the Air Defense Team. The longer they are forced to remain combined as the *Dark Saber*, the more they change as a result of its dark influence. Prolonged combination causes them to maintain the *Dark Saber's* combative even in robot mode and adds a more sinister edge to their personalities—they become the Air Assault Team.

Over different weapons, the *Dark Saber* Mini-Con fears that they will someday not be able to turn away from their dark side.



THE DARK SABER TRANSFORMATION



ALLIANCE
MINICON

SUB-UNIT
AIR MILITARY TEAM

GUNBARREL

"DEATH FROM ABOVE!"

BIO

¹ Liable: isn't a word that's often used to describe Gunbarrel. He's more likely to be described as difficult, disliking, or even unlikable. But his inability to deal with other beings on a personal level doesn't make him any less effective as his job leading the Air Military Team. All of his negative traits may make him hard to endure, but they also seem to make him a no-nonsense, effective commander. Although he respects his teammates, Gunbarrel conversely has a hard time reigning in Terradon's Secretions, often finding great pride in his accomplishments. Gunbarrel loves to make symbols out of his armor so conventional vehicles, he's even got his own studio named after his unit! So far, his attempts to get his comrades to endure another metallic, disgusting love nest with a submarine response.

WEAPONS & ABILITIES

Of the Air Military Team, Subject is the most intelligent and skilled at planning. He possesses a dogged determination and high tolerance for discomfort, which makes him willing to accept dangerous missions with personally sacrificing physical costs. He is the most heavily armed of the team, and his weapon mode is the most powerful of the three.

WEAKNESSES

Subject's weaponry is powerful but his jets are known to run out during tanking runs. They are particularly vulnerable to poisoning due to airborne particles or other environmental effects.

ALTERNATE MODE



WEAPON MODE



TERRADIVE

"GOING DOWN, BUT NEVER OUT!"



ALLIANCE
MINI-CON

SUB-UNIT
AIR MILITARY TEAM



BIO

Terradive gets endless entertainment from his world inside. His night-blasting over ground-bound beings while laughing maniacally even if he isn't under orders to attack. Terradive just gets a kick out of being able to fly, and he takes advantage of it whenever he can. His comrades will often remind him to focus more of his energy on their actual missions, but they do find his antics.

Moreover, despite enjoying Terradive's favorite battlefield tactic of to cut off his engines while diving as a target, he'll enjoy the feeling of freedom as he attacks and then reactivate his engines at the last second to pull up. No matter how many times he does it, this tactic still sparks his curiosity and terrifies his teammates.

WEAPONS & ABILITIES

Subject is the most adept combat pilot of the unit. He is capable of barrel turns and maneuvers that are impossible for most airframes. His jet engines are the most powerful of the team.

WEAKNESSES

Subject's hard-flying maneuvers often leave him at risk of exhaustion. When performing his signature attack, his jet sometimes don't reactivate in time. This results in severe damage to Subject.



WEAPON
MODE

ALTERNATE MODE





THUNDERWING

"NO ONE HEARS LIGHTNING UNTIL AFTER IT STRIKES."

ALLIANCE
MINICON

SUB-UNIT
AIR MILITARY TEAM

BIO

This business-minded Thunderwing fully enjoys Gutsarok's highly disciplined style of leadership.

Thunderwing wants to be the best there is, and he's fully willing to work to achieve this goal. Stealth attacks have become his specialty, as he works tirelessly to upgrade his anti-detection equipment and tactics as well as his first-strike capabilities. Thanks to this, he's earned a fearsome reputation as a competent, silent spy and a formidable commander. Thunderwing's most powerful weapon is his ability to strike when an opponent least expects it.

WEAPONS & ABILITIES

Subject is the quietest in flight of the unit. He is skilled in reconnaissance, scouting and stealth attacks.

WEAKNESSES

Subject is physically the most vulnerable of the team.

ALTERNATE MODE



WEAPON MODE



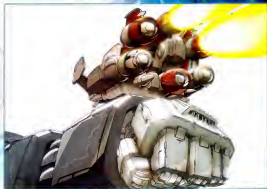
AIR MILITARY TEAM

(CONTINUED)



ALLIANCE
MINI-CODE

SUB-UNIT
AIR MILITARY TEAM





AIRAZOR
AUTBOT

AIRAZOR

"ONLY CONVICTION CAN DEFEAT CORRUPTION."

BIO

Airazor is a professional in every sense of the word. She doesn't waste words or time, always going to demonstrate her beliefs with action. Airazor's alien-oriented behavior and work-focused attitude may make her seem cold to some, but that couldn't be further from the truth. In fact, Airazor is merely taking the steps she feels are necessary to fight the evil she sees in the Decepticons; nothing could be more important to her than helping to save innocents from suffering. Airazor sees her professionalism as her shield, protecting the deep well of compassion within. After her tragic demise and resurrection as one of *Unicron's* heralds, it continues to be seen how much of Airazor's true nature lingers.

WEAPONS & ABILITIES

In robot mode and alternate mode, Subject is capable of jet-propelled flight. In robot mode, Subject's top speed is 350 mph; alternate mode top speed is 580 mph. Subject has excellent visual acuity for targeting her multiple laser cannons.



ALTERNATE
MODE

WEAKNESSES

Subject has below-average strength, and her wings are easily damaged.

NIGHTSCREAM

"I HATE THE SOUND OF SILENCE."



ALLEGIANCE



BIO

Nightcream is loud, underplayed, and unprofessional—the complete opposite of his Autobot partner, *Aramor*. He yells at the loudest volume possible, scoffs at direct orders from authority figures, and generally makes himself a nuisance to those of the older, more serious-minded Autobots he works with. Although

Nightcream tends to enjoy making things difficult for Aramor, his devotion to his more mature partner is unquestionable. Nightcream never says it, but it's obvious to all those who see him snap to attention when Aramor is threatened. Following Aramor's transformation at the hands of *Unicron*, a desperate Nightcream has vowed to find some way to bring his partner back.

WEAPONS & ABILITIES

Subject transforms into an Energon-powered racer that can reach speeds of up to 190 mph. In its vehicle mode, he can emit a high-pitched tone that can destroy or even physically damage targets in its wake (although the effect is stronger the faster Subject drives).

WEAKNESSES

Subject's vocal attack is difficult to target and can damage friendly Autobots and their Cores by accident.

ALTERNATE MODE





ALLEGIANCE
AUTOBOTS

BLURR
"STAND UP, KEEP FIGHTING!"

BIO

Nothing ticks off Blurr more than the sight of Autobot warriors who care more about personal glory than getting the mission accomplished—and don't ask him how he feels about cowardice unless you want an extended speech on the importance of courage. Blurr's a tough-spoken warrior who usually dominates the accolades he's earned from his numerous victories. His ego without hesitation for the sake of the job and he's always willing to go 1,000 into the most shattering cult as long as it helps achieve the Autobots' goals. His calm demeanor and absolute unwillingness to accept defeat have made him one of the most respected warriors in the army. With his mission the greatest work ethic, it's no surprise that Blurr finds himself at odds with younger Autobots like this. *Shock*. Although the rivalry between them has remained on friendly terms, Blurr considers Hot Shot a bit of a slacker and constantly pushes him to succeed.

WEAPONS & ABILITIES

Subject has only above-average strength and endurance, but his great intelligence, determination, and incredible speed make him a frightening fighter. He has blazing speed in his ground-based vehicle mode, as well as in his flight-capable mode (making him one of the few Autobots capable of flying).

ALTERNATE MODE



WEAKNESSES

Subject tends to push himself beyond the limits of his design. This can be as simple as neglecting to refuel while in the middle of a mission, or taking on more than he can handle on the battlefield.

INCINERATOR

"NOT EVEN GRAVITY CAN SLOW ME DOWN!"



ALLIANCE
MINI-CON

BIO

Incinerator is all about speed, he likes it, talks about it, and always pushes himself to go just a little bit faster. Incinerator because of his frail physique Incinerator struggled to find something else to make himself useful. Finally, he turned his talent for high-speed travel into his claim to fame by working as become one of the fastest Mini-Cons ever built. His bragging and overcompensating can get on everybody's nerves, even *Blurf*.

Incinerator knows that no one can deny his skills.

On land, he runs rings around all ground-based Decepticons, and even some of their airborne comrades.

Have a hard time keeping up with him? *Blurf* makes

Incinerator would come down to earth, but he's extremely proud of how hard his partner worked to achieve his goals.

WEAPONS & ABILITIES

Subject has below average strength and resistance to damage. In vehicle mode, the upper limits of his speed are unknown, but he's been clocked at Mach 1 without showing much strain. Has capable of overcompensating and sustaining great pain, and land vehicles can't hope to match him. When paired with *Blurf*, the duo can even gain limited flight capabilities, making them a powerful threat on and above the battlefield.

WEAKNESSES

Subject is easily damaged, and his poor strength limits his usefulness as a hand-to-hand fighter. He is very sensitive to negative comments about him and gets easily depressed if his abilities are called into question.

POWERLINKED WITH BLURF



ALTERNATE MODE





ALLIED FORCES
AUTOBOT

CHEETOR

"SOME CATS ROAR—I JUST POUNCE."

BIO

Cool and smooth, Cheetor is the ultimate coolly cat-like guy with a sly grin and short answer for every situation. Frequently relieving others with his smug attitude and mean quips. Despite Cheetor's overconfidence, his comrades can't complain too much; his success rate on missions is impressive even to pros like *Auradeo*. Although he's always playing a low-key Cheetor does love the adoration of those who follow. He explodes as a top super spy and warrior. In the first battle with Unicron, Cheetor was part of a group that was absorbed and retrained for evil purposes. It seems that the only thing left of the smooth-talking but devoted Autobot is his arrogance, twisted now to serve the will of Unicron.

WEAPONS & ABILITIES

In robot mode, Subject possesses above-average strength and endurance, as well as lightning-fast reflexes. In animal mode, he can achieve a ground speed of 140 mph; he can boost this with his tele-manipulated paws, which also allow him to fly with a range of 1,000 miles. He is an excellent spy and covert agent.



ALTERNATE
MODE

WEAKNESSES

It might be based on skill, but Subject's impulsive pride is his greatest shortcoming.

CLIFFJUMPER

"READING IS MORE OF A THRILL THAN PUNCHING."



ALLIANCE
MINI-CON



BIO

Rarely has a Mini-Con been so mismatched with an Autobot partner.

While *Chatter* is a sleek, arrogant 8-seeker, Cliffjumper is a withdrawn, quiet, ogre who craves an end to the war so she can return to a life of scientific research. Not blind to the irony of her name, Chatter often teased Cliffjumper about her deceptively strong-sounding moniker. This playfully served to make

Cliffjumper a faithful but combi-phobic Autobot, feel worse about her role. Once Chatter was taken by Unicron, Cliffjumper couldn't help but feel relieved, this relief was followed by guilt about the situation and her relations to it.

WEAPONS & ABILITIES

Subject is highly intelligent and specializes in geological sciences. However, she is not particularly strong or coordinated in vehicle mode. Subject can reach speeds of up to 84 mph and her tow cable can be used to tow objects or vehicles.

WEAKNESSES

Subject's driving ability is limited by her low strength; she is susceptible to mechanical breakdowns if forced to drive too roughly.

ALTERNATE MODE





ALL SPACER
DECEPTICON

CYCLONUS

"OUT OF MY WAY ATTACK!"

(From the Troop Assessments
of Magnus, Decepticon Leader)

BIO

An unfocused tool, but he makes an effective shock trooper. After all, the worst place for support is in during a battle is in front of an angry Cyclonus. This single-minded posing warrior is capable of such stupidity in combat that even his basic hand-to-hand combat are taken back. I welcome Cyclonus ferocious outbursts when he's enraged; there's nowhere he won't go, so use he won't fight. Thus, he's easily maneuvered into drawing fire or softening up defenses before the main assault force moves in. Although his berserker instincts always make him a formidable foe and a useful goon, they make it nearly impossible for him to maintain coherence in battle, let alone focus on any established plan of action.

WEAPONS & ABILITIES

I don't recruit this one for his mind; Cyclonus has average intelligence at best but great strength. In his helicopter mode he has full vertical take-off-and-landing capabilities, high maneuverability, and excellent speed.

ALTERNATE MODE



WEAKNESSES

Naturally, his one true asset is the strength of his legs. And it's also his weakness. He doesn't think before he acts, often neglecting to provide cover for his comrades in favor of breaking off to engage a single Autobot.

CRUMPLEZONE™

"JUST ENJOY THE RIDE."



ALLEGIANCE
MINI-COM

BIO

Crumplezone had the "good" luck to be partnered with one of the most unpredictable, renegade

Decepticon warriors there is, Cyclonus. Before this partnering, Crumplezone was a perpetually bored mechanical wanderer through life aimlessly and truly believing things were hopeless for him. But once his experimental flying test lands crashed to the wally spinning Cyclonus, randomly saving Autobots at high speeds, Crumplezone found his true calling. He's now an armored thrill-seeker and one of the few beings that can stand working with Cyclonus for any extended period of time.

WEAPONS & ABILITIES

Subject transforms into a heavily armored battle tank, capable of reaching speeds of 30 mph on land. In this mode, he can act as the rocketeer of Cyclonus' helicopter mode, greatly enhancing the Decepticon's firepower. As a robot, Crumplezone has good endurance but not as much strength as his ready build implies.

WEAKNESSES

Subject tends to avoid taking the mission, preferring to follow Cyclonus' lead. His pursuit of extreme thrill-seeking can result in everything from minor scrapes to major damage.

ALTERNATE MODE





ALL SOURCE
DISCIPION

DEMOLISHOR

"AS YOU COMMAND."

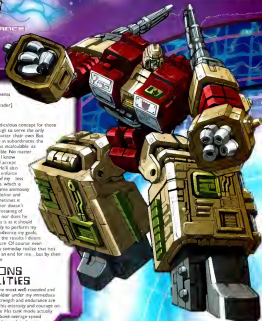
(From the
Troop Assembly
of **Platoon**,
Demolition Leader)

BIO

Abilities: A ridiculous concept for those who know enough to serve the only interests that matter: their own. But when it appears as subordinate, the value of loyalty is incalculable, as was immeasurable. No matter what the order, I know Demolishor will accept it—gladly even. He'll also unquestioningly enforce my will on my old reg' and forward soldiers, which is the source of some animosity between Demolishor and **Scumrunner**. Sometimes it seems Demolishor doesn't even know the meaning of the word "why" nor does he care to. And this is as it should be. He exists only to perform my commands and achieve my goals, and bringing me the results I desire is his only pleasure. Of course, even Demolishor may someday realize that he's only a means to an end for me...but by then it will be too late.

WEAPONS & ABILITIES

Demolishor is the most well-rounded and accomplished soldier under my immediate command. His strength and endurance are imposing as are his intensity and courage on the field of battle. His tank mode actually has somewhat above-average speed and maneuverability, making him an excellent flank guard for me.



ALTERNATE MODE

WEAKNESSES

His willingness to sacrifice himself rather than see harm befall me can lead to serious injuries at times. If only all of my troops had such a weakness.

BLACKOUT

"SOMETIMES YOUR INNER VOICE IS THE BEST LEADER."



ALLEGIANCE
MINI-CON



BIO

Aggressive and independent,

Blackout doesn't care what anyone else thinks about him.

He follows his own path, and he's primarily concerned with seeing some action and staying true to himself.

This spirited attitude often gets him in trouble with his partner, Demolisher, who respects authority and always respects Megatron's commands.

In fact, Blackout isn't even entirely convinced of the Decepticon cause, which infuriates those around him.

Even when Megatron inflicts severe punishments on him for his insubordination, Blackout remains staunchly free-thinking.

Demolisher feels sympathy for his errant partner, so he's been trying to convince Blackout to change his way of thinking at things.

Blackout is trying to get Demolisher to do the same thing.

WEAPONS & ABILITIES

Subject is physically powerful and heavily armored in his vehicle mode. He acts as a mobile missile platform with payload

varying between high explosives to chemical warheads.

Subject also possesses an advanced sensor array that he uses for tracking and locking on to targets.

WEAKNESSES

Subject is especially unwilling to take orders that he doesn't agree with, even if they're in his own best interest.



ALTERNATE MODE



ALL SPINOFFS
KING.COM

SUB-UNIT
DESTRUCTION TEAM

BUZZSAW

"YOU NEED TO TEAR DOWN BEFORE YOU CAN BUILD."



BIO

Buzzsaw understands that creation is a messy process. He is a builder, a military victory, or a society—and he's willing to make sacrifices to create what is needed in this respect, but every much goes along with his team leader.

Dual: However, Buzzsaw's immortality definitely separates the two. Whereas Dual considers living beings, plans to be manipulated to create a bank of steel. Buzzsaw's compassion prevents him from feeling this way. Unfortunately he can't bring himself to contradict his charismatic leader as Buzzsaw finds himself going along with brutal plans that he doesn't really support. This combination of factors leaves Buzzsaw a wreck of guilt and depression on the inside, feelings which he only gets to express through his art.

WEAPONS & ABILITIES

Subject has above average strength and endurance, and he is an accomplished technician and engineer as well as an amateur artist. His diamond-hard Borgon-powered buzz saw can slice through construction materials or armor with ease, and is also a deadly hand-to-hand weapon. Each blade has a built-in scoop to remove even more material when in use. Subject has been modified to remove power dampers, allowing him to provide for more power when Powerlinking than the average Minicon.

ALTERNATE MODE



WEAKNESSES

Subject's guile often serves to distract him. His buzz saw, while difficult to damage, is equally difficult to repair when chipped.

BUZZSAW

(CONTINUED)



ALLEGIANCE
MINI-CON

SUB-UNIT
ROAD WRECKER TEAM



BUZZSAW
MINI-CON



ALTERNATE
MODE



ALL-SOURCE
MINI-CON

SUB-UNIT
DESTRUCTION TEAM

DRILL BIT™

"DESTROY AND CONQUER!"

BIO

Although he supported Quattr's plans for a peaceful Mini-Con settlement on the Moon, Drill Bit really wants only one thing: a fight! He's always volunteering for securing data, relay messages, or basically anything that might give him a chance to get into battle. When the war came back to haunt the Mini-Cons, Drill Bit was simply relieved that he would once again have an excuse to engage in the chaos and violence he craves at. In fact, although it goes against his morals at first, although it goes against Drill Bit really doesn't even mind working with the Decepticons as long as he gets a piece of the action. As Quattr's primary enforcer, Drill Bit is one of the most feared Mini-Cons.

WEAPONS & ABILITIES

Subunit is the strongest member of the Destruction Team, and he has phenomenal endurance. He's the most skilled fighter on the team, and in both robot and vehicle modes he can bore through 10 feet of a material as strong as titanium in seconds. Like the other members of the team, he has been enhanced to provide more power than the average Mini-Con during Powerlinking.

ALTERNATE MODE



WEAKNESSES

His inclination to get involved in battle causes Subject to leap in without thinking, only Quattr's guidance helps him determine those conditions.

DRILL BIT

(CONTINUED)



ALLIANCE
MINI-CON

SUB-UNIT
ROAD WRECKER TEAM

SECONDARY
CANNON SCHEME

ALTERNATE
MODE





ALL SCIENCE
MINI-CON

SUB-UNIT
DESTRUCTION TEAM

DUALOR™

"THE END JUSTIFIES THE MEANS."

[From the Personal Files of Sacrificing Mini-Con]

BIO

I don't like Dualor. There are certain things about this guy he has organized and driven his protest, his Mini-Con brethren that I can respect, even admire... but I can't bring myself to accept that his ruthless methods of getting what he wants are the right way to go. Dualor will bargain, commit an outright blunder in order to achieve what he wants. Even when his goal is seemingly noble—the protection of the Mini-Con Phoenixon population—he's far too willing to use this everything, including assassins, to achieve his goals. You can't trust a bot that would sell you out in a second for his own notion of the "greater good," and Dualor is definitely that kind of bot.

WEAPONS & ABILITIES

Dualor is the cleverest member of the Destruction Team he leads, and he's calculating and methodical planner. Dualor has developed a method of disengaging power dampers while Powerlinking with a Transformer, allowing him to provide a far greater level of power than his average Mini-Con. When the entire Destruction Team is combined with a single Transformer, the results are practically unstoppable.

ALTERNATE MODE



WEAKNESSES

He might be smart and tough, but Dualor's cleverness only goes so far. He always expects his plans to help him come out on top, so he's not always prepared for when they go awry. That can be particularly dangerous when you're making a deal with a devil like *Megatron*.

DUALOR

(CONTINUED)



ALLIANCE
MINICON

SUB-UNIT
ROAD WRECKER TEAM



SECONDARY
COLOR SCHEME



ALTERNATE
MODE



ALLSPARK
MINI-GON

SUB-UNIT
EMERGENCY TEAM

FIREBOT™

"WHERE THERE'S SMOKE, THERE'S ME."



BIO

Although the two Mini-Gons under his command in the Emergency Team are efficient and competent, it's Firebot's incredible enthusiasm for his work that helps bind them together and make them so highly regarded among their comrades. Firebot doesn't stop until the job is done and everyone is safe, and he makes very strong, solidly else quick before then enter. His leadership is sometimes friendly and sometimes stern, but is always effective and appreciated by those he helps save. As quick with a plan as he is with an enter, Firebot garners almost as much as for works when also got a reputation as a bit of a forward, and he's the most likely of the three to pump into actual combat.

WEAPONS & ABILITIES

Subject has great strength and endurance, as well as above-average intelligence. In his vehicle mode he has all of the functions of a standard Earth fire truck, including a ladder and high-pressure water sprayer. He can also convert into a weapon mode.

WEAKNESSES

Subject has no outstanding physical weaknesses.

ALTERNATE MODE



WEAPON MODE



FIREBOT™

(CONTINUED)



ALLIANCE
HSE.COM

SUB-UNIT
EMERGENCY TEAM

SECONDARY
COLOR SCHEME

WEAPON MODE



ALTERNATE MODE





ALLIANCE
RMT.COM

SUB-UNIT
EMERGENCY TEAM

MAKESHIFT™

"WHEN THE BATTLE IS OVER, OUR JOB BEGINS."

BIO

Makeshift is one of the most selfless Mega-Cops that ever was, desiring nothing for his good deeds aside from the knowledge that he's helped someone. Even his compassionate friends in the Emergency Team are impressed by the nobility and overwhelming altruism he displays. His off-duty hours are spent poring over new healing techniques and ways to help improve his skills for the sake of others. Makeshift's lack of concern for himself makes him courageous and surprisingly well-suited, and he's well known for coming up with spontaneous and elaborate plans during dangerous situations.

WEAPONS & ABILITIES

Subject has above-average strength and endurance, and great intelligence. He has a complete knowledge of mechanical and human physiology as well as numerous other galactic races. In addition to his vehicle mode transformation, he can also convert into a weapon mode.

WEAKNESSES

Direct combat is not Subject's specialty, although he'll fight if absolutely necessary. He prefers not to inflict harm on other living beings.



ALTERNATE MODE



WEAPON MODE



MAKESHIFT

(continued)



ALLIANCE
RPM.COM

SUB-UNIT
EMERGENCY TEAM

SECONDARY
COLOR SCHEME





ALLEGIANCE
HINPOON

SUB-UNIT
EMERGENCY TEAM

PROWL

"IF IT EXISTS, I'LL FIND IT."

BIO

Prowl specializes in the "search" part of the Emergency Team's search and rescue missions. After a battle, it's his job to locate any Transformers or human casualties that need assistance, and he loves it. Like the rest of the team, Prowl gets a tremendous kick out of helping others, but he's especially fond of using his skills to locate what others might miss. When he finds something that his friends overlooked, Prowl doesn't hesitate to point out that he's more adept than his teammates at noticing details. In fact, he's slightly vain overall about how useful his detective abilities are, but that's just because he fancies himself an expert investigator and wants others to agree. He spends his free time perusing Earth's pulp crime novels and imagining him solving great mysteries.

WEAPONS & ABILITIES

Subject has great intelligence and analytical abilities. His ability to notice insignificant clues helps make him a competent detective; additionally, Subject is able to process 80% more detail through his optic sensors than most. Plus, Curb's. His silver sensors are all incredibly acute, plus he has a short-range radar system that is accurate at distances up to 100 feet. In addition to his vehicle mode, he can also transform into a weapon mode.

WEAKNESSES

Subject's radar array is susceptible to combat damage, making it expensive and repairs are made. His slight arrogance makes him unwilling to question his own judgment.

ALTERNATE MODE



WEAPON MODE



PROWL

(CONTINUED)



ALL-SCIENCE
MINI-CON

SUB-UNIT
EMERGENCY TEAM

SECONDARY
COLOR SCHEME



WEAPON
MODE



ALTERNATE
MODE





ALLEGIANCE
DECEITRON

GALVATRON™

"I AM THE ICON OF DESTRUCTION!"

[Recovered from the Memory Tracks of *Leaders* (Mini-Cos)]

BIO

I failed *Megatron* with a purpose. He always treated me more like a slave—or even worse, a nothing attachment—than an equal partner. He was an arrogant egomaniac, and by far the worst thing to ever happen to all Mini-Cos everywhere. But despite all his bragging and power he always needed me. Even when he demanded my suggestions, he treated me like a real man. I still get some satisfaction from knowing that deep down he recognized that he was more powerful with me than without me. That singular knowledge was the closest I ever came to feeling a bond with *Megatron*, and it made the humiliation and suffering he inflicted on me almost bearable. It was the one thing I was secure about, the only thing I could count on him for. Then... he became *Galvatron*. And if anyone tells you that only the name and some colors have changed, they're dead wrong. Because while I sensed that *Megatron* already and grudgingly accepted his own limits, *Galvatron* is devoid of those boundaries. His increased strength has only amplified his craving for even more power, not to mention the speed at which he needs it. Anything that can't



ALTERNATE MODE



[CONTINUED]

keep up like me, is just garbage to be scolded with and forgotten in favor of newer, more powerful Mini-Cos and weapons. All the better aspects of *Megatron's* personality are still there, but *Galvatron* has lost the last traces of attachment and remorse to become the ultimate soldier. He's willing to sacrifice allies, friends, and even whole worlds to get the least he needs for his goals of conquest and domination.

GALVATRON

(CONTINUED)



ALLIANCE
DECEPTICON

WEAPONS & ABILITIES

Galvatron's unswerving strength and endurance are beyond even Megatron's Plasma-Enhanced peak. He's just as intelligent as he was before, but now he's become even more expert at cruelly manipulating circumstances and beings to serve his ends. As a tribute,

Galvatron's powerful cannon can fire energy blasts as well as explosive shells, and he's got an additional fly-up missile launcher for his numerous anti-personnel weapons on fire for mowing down foot soldiers or capturing Plasma Cows; these include front-mounted pistols and side-mounted claw traps. As a result he uses the tank cannon as his main weapon, plus he's got a secret lightning-powered blade hidden in his left wrist for hand-to-hand combat.

WEAKNESSES

Galvatron's lust for power is his greatest weakness, so he'll charge into danger based on the slightest hint he might be able to enhance his abilities. Because he's so strong now Galvatron is also quicker to flatter his comrades, thinking he doesn't need them. This will leave him alone and defenseless when he needs help the most. I hope.



ALLEGIANCE
MINICON

CLENCH™

"I'M TOP OF THE LINE AND READY TO SEND YOU
TO THE BOTTOM OF THE HEAR."

BIO

Following Megatron's takeover, Galvatron Clench took over Leader-1's duties as the Decepticon leader's primary Mini-Con. When the powered-up Galvatron found himself dissatisfied with the power levels that Leader-1 could provide, he dissolved his old partner in no uncertain terms and embarked on a quest to possess the most powerful Mini-Con for his own personal use. Finding nothing he deemed worthy, Galvatron decided to forge the ultimate Mini-Con out of existing parts doctored by unwilling sources. The striking physical similarity to Leader-1 has led many to wonder if Galvatron actually selected Clench for upgrading because the new Mini-Con was genetically related to the Decepticon leader's former partner. Leader-1 refuses to believe that Clench is his brother, but it is obvious that being replaced by his identical twin has only enhanced his misery. The aggressive Clench is utterly loyal to Galvatron and begs daily to serve his master's needs; he's so grateful for his amazingly powerful body that he devoted himself to the Decepticon cause. He has no sympathy for his fellow Mini-Cons, and considers himself to be a new and superior breed of robot. Clench even tries to boss around larger Decepticons, confident that their fear of him and Galvatron will keep him safe.

WEAPONS & ABILITIES

Subject is one of the physically most powerful Mini-Cons. In his vehicle mode, he has two independently targeting machine gun cannons that can track multiple targets simultaneously. He can also transform into a powerful handgun form usable by Galvatron.

WEAKNESSES

Although powerful among Mini-Cons, Subject often forgets that he is still weak compared to the average Autobot and Decepticon. This makes his tendency to pick fights a liability, especially when Galvatron decides he's outlived his usefulness.

ALTERNATE MODE



WEAPON MODE



HOIST

"KEEN VIGILANCE IS MY WEAPON OF CHOICE."



ALL-STAR
AUTOBOT



[From the Personal File of Italian Film-Goer]

BIO

This boy's toughened up, but good. Back in the day when he was just "Smokescreen" he was more of a jokester, even a little bit lighthearted for his own good. Don't get me wrong—I loved the fact like I created me myself! But as good as he was, he just didn't have that edge that you need in a war like this. When Smokescreen got his chassis blown up pretty much beyond repair... well, let's just say I didn't take the news real well. The only way to save him was a complete overhaul... and that's when he got his new body and name. But that wasn't the only thing that changed... Hoist was more focused, more dedicated, and more powerful than before. Sure, he still cracks wise now and again, but now he knows exactly when it's time to buckle down and fight the good fight. His favorite joke now is that nearly getting killed was the best thing that ever happened to him, and he may be right. I just hope it never happens again!

WEAPONS & ABILITIES

Hoist is a couple of degrees stronger than he was as Smokescreen and definitely a lot smarter too. He's an excellent and fearless soldier plus a more-than-decent construction worker. In his backhoe mode he can move tons of material in minutes and demolish solid steel walls with a few hits.

WEAKNESSES

He doesn't have many shortcomings but one thing still holds him back. He's not too creative when it comes to how he attacks. He doesn't fight "smuggled" sometimes that makes him too predictable in battle.

ALTERNATE MODE





ALLIANCE
MINICON

REFUTE

"YOU CALL THAT 'BATTLE DAMAGE'?
I'LL SHOW YA BATTLE DAMAGE!"

BIO

One of the elder Minicon, Refute has been around in one form or another for as long as many seasoned Autobot warriors. Since he's a bit tougher than most of his race and a recognized war veteran, Refute finds himself the object of some unwelcome hero worship among his fellow Minicon. He tries to live up to this image and set an example, but Refute is still basically an army tough-guy at his core. Unlike some Minicon, Refute is firmly in the Autobot camp and he loves fighting alongside Hoss and the others. When he's relaxing with other warriors, he enjoys pointing out the various battle scars he earned in combat. This has led to a friendly rivalry with Hoss where the two race each other's damage after a battle to see who fought the hardest.

WEAPONS & ABILITIES

Subject is one of the stronger Minicon, with substantially better-than-average endurance and physical power in ratios and vehicle modes. He is specially designed to Powerlink with Hoss, making them a formidable team when united.

ALTERNATE MODE



WEAKNESSES

The desire to earn "respectable" battle damage leads Subject to take some ill-advised risks on the battlefield. Because of his age, he is susceptible to his joints locking up if his diurnal schedule is a strict lubrication schedule (which he hates).

HOT SHOT

"WELL, LET'S GO!"



ALLIEDANCE
AUTOBOT



ALTERNATE
MODE





ALL CHARACTERS
AUTOBOTS

HOT SHOT

(CONTINUED)

[From the Personal Files of
Optimus Prime: Autobot Leader]

BIO

Hot Shot is all go, and very little "stop and think." Part of it may be because he's so determined to prove himself to me. Rodimus, and... well, everyone. The rest of it is because he's young, sometimes short-tempered and definitely energetic. Plainly, Hot Shot still has a lot to learn about himself and impulsibility. There are times when he tries to take control in battle, and it just sounds... forced like he's only doing it because he wants me to be impressed. Of course, that's not what impresses me about Hot Shot. It's the spontaneous comes when he suddenly offers a tactical suggestion or a helping hand to a wounded comrade on the battlefield. It's then that what Hot Shot is truly made of. He's not the strongest Autobot, and he's not the wisest... but he does embody our most important ideals: compassion and always striving to do our personal best no matter the odds. When it comes to that, Hot Shot can't be beat. When it comes to following orders, as the other bots



WEAPONS & ABILITIES

Hot Shot has average strength and above-average intelligence. His vehicle mode's engine becomes a handgun in robot mode, and he also has an over-head missile launcher and flip-down targeting scanner. His weapons are fairly weak, but he makes up for it with his incredible speed in both modes. Powerlinking with Jolt allows him to enhance his power as well as activate two front-mounted claws to slash through obstacles.

WEAKNESSES

Aside from his low firepower, Hot Shot's daring maneuvers in combat are blatantly reckless. He fights fearlessly, but he just doesn't think about the consequences.



JOLT

"THERE'S NO 'I' IN 'TEAM.'"



ALLIANCE
MINI-CON



BIO

Jolt's workload has been high ever since his role is upon himself to help Hot Shot mature and learn about teamwork. Trying to deliver home the message to the sometimes receptive sometimes uninterested Autobots has been hard on the Mini-Con, but Jolt feels it's worth the effort. Like many Jolt has experienced Hot Shot's selfless bravery on the battlefield, seeing the young mechanical rescue endangered comrades and innocent humans, with no regard for his own safety. Having witnessed these acts of bravery Jolt is able to calmly put up with Hot Shot's difficult moments most of the time.

WEAPONS & ABILITIES

In vehicle mode Subject becomes a turbo-powered helicopter. By attaching to Hot Shot as witness guards, Subject can grant the Autobot limited flight capabilities, super speed, and the addition of flame-resistant grabbing claws.

WEAKNESSES

Subject's biggest weakness is his own partner. Hot Shot frequently takes chances in combat, the danger both of them especially the more fragile Mini-Con.

ALTERNATE MODE





MORE THAN MEETS THE EYE
OFFICIAL GUIDEBOOK

TRANSFORMERS ARMADA





WILSON
AUTOBOTS

DET FIRE

"YOU CAN FALL ALONE OR FALL TOGETHER!"

BIO

Those who've seen Jetfire step into the bridge know that he can be as friendly and fun-loving as any mechaform currently functioning. The problem is that those times are few and far between during a war. This forces Jetfire to maintain a professional but cold exterior most of the time, going so far as to make the mission his reason that he's all business and no heart. This personality isn't Jetfire, but the cover he's chosen that's too concerned with defeating the Decepticons to let anything get in the way of doing his duty. And he does this duty exceptionally well, his skill on the battlefield is matched by his exceptional organizational abilities, making him **Optimus Prime's** number-one choice for executive officer and second-in-command. Although Jetfire and Prime sometimes disagree about the best method to achieve their goals, they are always in agreement about getting the job done in the name of the Autobots and peace.

[From the "Young Associates of Optimus Prime" (Associate Leader)]

There have certainly been times when Jetfire and I haven't seen eyes-to-eyes after a mission as a subject, and he doesn't hesitate to tell me so... regardless of how he thinks I might react. But Jetfire could never be considered a coward despite his misgivings—he just speaks his mind when it comes to the best interests of our cause. For that reason alone, I value him as a trusted and objective adviser. With one of the most courageous troops we have and it's my privilege to serve with him.

WEAPONS & ABILITIES

Jetfire has great strength above-average endurance, and exceptional intelligence. He is a brilliant tactician and organizer as well as a renowned warrior. Jetfire's keen skills of observation and precise timing in his soldiers make him incredibly well-versed in their strengths and weaknesses, giving him an impressive ability to select the best troops for any given mission.

His vehicle mode, chosen from the



ALTERNATE MODE



FOOTNOTES

mycrosaur schematics of ancient galactic shambles, is capable of direct fire from distant solar systems. In robot mode, the power levels of his main laser cannons can be lowered further by a direct fire laser power link. He has a defensive shield capable of deflecting energy and physical attacks, and can also launch a small remote-controlled land rover drone for reconnaissance missions. Jetfire is also capable of linking up to Optimus Prime, enhancing the Autobot leader's super mode with extra power and flight abilities.

WEAKNESSES

Jetfire's sturdy build gives him considerable strength but also limits his agility in robot mode.

JETFIRE

(continued)



ALL-STARCE
AUTOSOT



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ALLIANCE
MILITARY

COMETTOR

IF YOU CAN'T FIND WHAT YOU'RE SEEKING INSIDE,
THEN LOOK OUTSIDE.

BIO

Somber Comettor's sensors are always on the alert. Being stuck in one place too long doesn't suit him at all, no matter where he is. He needs to travel and explore, and he's happy when he's doing just that. He had hoped that partnering with Jaelin, whose space travel capabilities are well known, would give him the chance to travel the universe and discover new worlds and new sciences. Unfortunately, these opportunities have been extremely limited during the Autobot/Decepticon war over the Mini-Cons. Although they'll occasionally have to travel to a new world, it's almost always due to some kind of Decepticon trouble, rarely giving the impulsive Comettor the chance he desires to truly delve into unexplored planets and the mysteries they may hold. Jaelin understands his partner's frustration—after all, the war keeps him from enjoying himself as well—but is concerned that Comettor's need to explore and map on the move may have a darker cause: the Mini-Cons' overall uneasiness with himself. Despite this, Comettor is a brave and loyal warrior and devoted to his Autobot partner.



ALTERNATE
MODE

WEAPONS & ABILITIES

Subject possesses above-average intelligence, but below average physical abilities. He is an astute explorer with extensive scientific insight and technical knowledge. In vehicle mode, he is an effective all-terrain exploratory vehicle that can relay communications as far as 112,680 miles away, but can also act as jettison from landing gear in this mode.

WEAKNESSES

[From the Personal Files of Jaelin Autobot]
Comettor's lack of self-control does not make him downright depressing sometimes... which is usually when I have to send him on some mission to take his mind off himself. Because of his small configuration he lacks the ability to manipulate small or intricate objects.

BONECRUSHER

"SPEAK SOFTLY AND CARRY A BIG MISSILE."



ALLEGiance
MINSIMCO

SUB-UNIT
LAND MILITARY TEAM



[From the Personal
File of Knock Out
Minsimco]

810

Of Bonecrusher is the quietest member of our team, but don't let that fool you: he's got one of those soft, sensitive sides or anything like that. He doesn't talk because he'd rather just bash somebody in the head to get the job done instead of wasting Banger on his vocal capacity.

My buddy's idea of communication is usually a grunt or two to agree or disagree with whatever I'm going about, followed by his usual, 'Are we gonna hit 'em now?' If you're looking for a deeper level to Bonecrusher, you'll probably be pretty disappointed, but I won't deny that his feel pump is definitely in the right place. When he does talk, he's honest... and I guess he is fond of small creatures like humans.

WEAPONS & ABILITIES

For one of us Minsimco, Bonecrusher's strength is pretty impressive... but I guess you can say the same for our whole unit. If his strength and armor plating aren't enough to discourage somebody from starting something with him, there's always Bonecrusher's right arm—capable to control them. It can fire high explosive blasts and also launch a powerful concussion missile that's accurate up to 10 miles away.

WEAKNESSES

Socially, Bonecrusher's alone to doesn't really make him the life of the party in battle, it sometimes takes him a while to reload the main missile, which leaves him open for a counterattack.

ALTERNATE MODE





PLEDGE
MINI-CON

SUB-UNIT
LAND MILITARY TEAM

KNOCK OUT

"LOAD 'EM AND LAUNCH 'EM!"

BIO

Even though it's a huge leader of the Land Military Team, Knock Out tends to act as their voice. When they arrive on the scene, he's usually the first to speak up—and the first to jump to conclusions about things. Windage will value the sharp-witted Knock Out's input about a situation, even when the frustrated Mini-Con is just doing a lot of complaining about what's going on. Knock Out is a take-charge, outgoing robot who can rarely shut up, unlike his best friend Bumblebee. A well-known troublemaker with a gruff exterior, Knock Out rarely takes offense at any disrespect—real or imagined—shown him or his teammates.

WEAPONS & ABILITIES

Subject possesses great strength for a Mini-Con and equally tough outer armor plating. His main weapon is robot mode: a shoulder-mounted cannon, the cannon can fire explosive energy blasts or launch an anti-personnel rocket. He can switch to a more accurate mode, but it's accurate in distances up to 5 miles. In vehicle mode, the robot's accuracy is increased, allowing him to hit targets up to 8 miles away.

ALTERNATE MODE



WEAKNESSES

Subject often jumps to conclusions and creates problems, sometimes even turning friends into foes with his confrontational behavior.

WRECKAGE

"THE BEST BATTLES ARE THE ONES YOU CHOOSE."



ALLIANCE
MINI-CON

SUB-UNIT
LAND MILITARY TEAM



(From the
Personal Files of
Reflex, Mini-Con)

BIO

Wreckage is kind of an "old hat" among Mini-Cons. He's no stranger to fighting, and he's always been willing to go to battle for something he believes in. He and I fought side-by-side and sometimes face-to-face a few times during the war. What makes Wreckage unique is that he never picked a side. He didn't join up with the Decepticons, which is where most battle-hungry Mini-Cons end up, or with the Autobots, or even with the neutral SpecOps. Mini-Cons like me and the Land Military Team struck out on their own, only getting involved when it suited them. Circumstances brought them back into the fold on Earth when the Land Military Team decided to help our some Mini-Cons who were in trouble. They made the right choice then, but now Wreckage is going to have to make a choice about where he stands, once and for all. I think that he and his team will make the right decision.

WEAPONS & ABILITIES

The whole Land Military Team is a tough bunch, and Wreckage is no exception. He's among the strongest Mini-Cons, and his armor can even stand up to some Autobot and Decepticon weapons. His main weapons are two arm-mounted missile launchers that can fire independently, targeting warheads. He can vary the payload on the missiles from EMP blast or high-explosive charges.

WEAKNESSES

He's got principles, but Wreckage doesn't always know when to apply them. This can make

Wreckage waffle on important decisions in situations where time is of the essence.

ALTERNATE MODE





ALL INFORMATION
IS AUTOBOT

LASERBEAK

"I WILL PROTECT YOU!"

BIO

(From the Diary of Red)

Besides the Secret Action Team, Laserbeak has been one of the best friends we've made since hooking up with the Autobots. When Optimus put him in charge of protecting my friends and me, I picked up from some of the "bad" that Laserbeak was: I was mostly representing as the peeper child for bribery. They were scratching their heads about why Prime gave him the job of keeping us safe, and it kind of freaked us out. But then something weird happened—we were in trouble, and Laserbeak pulled out all the stops to help us. Most of the Autobots were surprised by how protective Laserbeak had become, but we weren't. He was our friend, and that's what friends do for each other. He can count on us, and we can count on him. It's not that Laserbeak wasn't brave before... he just didn't have any best friends to fight for. Now he's not only getting better at his job, but the Autobots are trusting him with more respect. It looks like Optimus knew exactly what he was doing.

WEAPONS & ABILITIES

Subject is becoming an increasingly capable spy and espionage agent, as well as an effective bodyguard for the Autobots' human companions. He is capable of recording visual and audio information in both modes, he can then relay the information to the Autobots' main computer from distances as far as 100 miles (or more, with enough power). He can also fire twin blasts of medium potency as protection for himself and those he's guarding.

ALTERNATE MODE



WEAKNESSES

(From the Troop Assessment Files of Optimus Prime, Autobot Leader)
Laserbeak has little offensive capability, although he is fairly durable physically. When his friends are in danger, he reacts unthinkingly to help them, forgetting about personal safety entirely. His courage is impeccable in these situations, and his lack of self-confidence disappears entirely when placed in charge of something important. The problem is when Laserbeak is alone on a mission and has time to think about the danger he's in: in these cases, he's still prone to spurts of self-doubt and cowardice.

MEGATRON

"MY POWER IS YOUR DOOM!"



ALLEGiance
DECEPTION



ALTERNATE
MODE





ALLEGIANCE
DECEPTICON

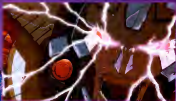
MEGATRON

(CONTINUED)

(From the Personal Files of
Optimus Prime, Autobot Leader)

BIO

Megatron is evil incarnate—the twisted essence of hatred and cynicism given mechanical form. As leader of the Decepticons, he is my sworn enemy. He is an adversary I have grown to fear at least but the fact is that I once admired him long ago. I first heard of Megatron during my early cycles training at the Cybertronian History Academy. There, the other recruits and I heard tales of a warrior so powerful that none could stand against him—a soldier who not only commanded great strength and amazing abilities but also one of the greatest warriors on the planet, a legendary figure called Houndar. His power would eventually corrupt him and he soon mounted a rebellion against the governments of Cybertron after building a massive force known as the Decepticon army. He dedicated his army to not only the conquest of Cybertron but of the entire universe. It wasn't until returning to the Academy from my first mission as an active field commander that I learned just how volatile and ruthless his thirst for power truly was. While passing an Autobot refinery I saw firsthand the Decepticons' handiwork. The stories that I heard as a fledgling recruit paled in comparison to the actual death and destruction left in Megatron's wake. The entire facility was leveled to the ground and the security force that had been guarding it—though I remember to meet my former peers—I was forced to watch helplessly as many of them entered eternal slumber. I quickly realized that this was from my youth was nothing more than a warlike, power-hungry gnom—one that had to be stopped no matter what the cost. Many say that Megatron and I are opposite sides of the same coin. Truth is, we're inextricably linked in our respective states that we've become their living embodiments. To an extent this may be true—but while I try to inspire my troops, loyalty with courage and charisma, Megatron chooses to base his leadership on brutality and fear.



WEAPONS & ABILITIES

Megatron is easily one of the most physically powerful warriors in the Decepticon regime—perhaps the most powerful. Autobot intelligence suggests that Megatron's primary weapon is able to siphon energy across dimensions from a still-undiscovered source and channel it in the form of a concentrated anti-matter blast. However, there is no hard evidence to support these claims as any Autobot unfortunate enough to fall victim to the weapon has been completely vaporized. Also rumors have recently surfaced regarding a reformed version of Megatron with several major enhancements. I shudder to think.

WEAKNESSES

Megatron's only true weakness, if you could call it that, is his utter lack of remorse. In his eyes, total conquest of the universe is his birthright, and he's fully prepared to do anything and everything in his power to achieve that goal—no matter how many lives must be lost. He'll stop at nothing to show his power and subordination, nor does he view there as anything more than ends to his sinister means. But for a tyrant such as Megatron, perhaps he sees this as one of his greatest attributes.

LEADER-1

"SOMETIMES THE LEAST LIKELY CAN BE THE MOST DANGEROUS."



ALLEGIANCE
MINI-CON



*(From the Troop Assessment
File of Haggan
Description: Leader)*

BIO

It's quite laughable really to be the very core of his spark. Leader-1 only believes that—somewhere some way—he'll eventually become a leader in fact and not just name. At first, he tried to ingratiate himself with me, doing everything from supporting battle parties on the field to helping keep the other Mini-Cons in line in order to win my favor. When it became clear that this behavior wouldn't convince me to let him assume a status of command, he resorted to open acts of treachery against me. . . I still haven't forgiven his horrendous insubordination on the Moon. Yet, his tenacity and ingenuity occasionally impress me, in these respects, he is far superior to the average Mini-Con. But that changes nothing. I will never allow a lowly Mini-Con to exert any control over my operations or me; they are tools to be manipulated, nothing more. For Leader-1 to believe he can be something more than that, to think for one instant that he could ever stand with me as an equal, is ridiculous and insulting beyond words. I will crush his dreams in every form until he understands his place. If he doesn't, then he will be discarded and replaced.

WEAPONS & ABILITIES

Although I'll never tell the little scoundrel that his abilities have proven valuable to me, Leader-1 is a surprisingly intelligent and tactically inclined Mini-Con. Had he the fortune to be created a Deceptionist instead of a Mini-Con he would've made an excellent warrior. In addition to his mobile stance mode, he can also transform into a powerful handgun for my use.

WEAKNESSES

Leader-1 goes himself more credit than he deserves. Although his clever plans are one guarantee to be outwitted by just him. After all, he's only a Mini-Con.

WEAPON MODE



ALTERNATE MODE



NEMESIS PRIME

"NEMESIS PRIME, DESTROY!"



BIO

A powerful mechanical creature of unknown origin, Nemesis Prime was a seemingly mindless automaton that once battled the Autobots and Decepticons on a barren, lifeless world. Utilizing a passive surface mind probe, the Transformers were surreptitiously scanned for latent mental images of the being that they each considered the most powerful and respected. That being was Optimus Prime, and it was the Autobot leader's body that the creature modeled most after. Referring to itself as Nemesis Prime, the monster was a single-minded engine of annihilation possessing limited intelligence but incredible destructive abilities. Apparently manipulated by the lunatic *Solus Prime*, it is not clear if the creature was entirely created by him and Unicron, or if they were simply manipulating a pre-existing sentient entity for their own dark ends.

WEAPONS & ABILITIES

Subject has strength equal to that of Optimus Prime even when operating at only average levels of power; it can also enhance its strength even further although the upper limits of this ability are unknown. It can also manipulate its physical form, metamorphosing itself to suit its combat needs. This can range from simply extending its own limbs, growing larger, or even completely restructuring its physical form to resemble whatever it chooses. In addition, Subject has extensive regenerative abilities, allowing it to regenerate itself even after loss of limbs or other catastrophic physical damage. The full range of its offensive capabilities is unknown, but Subject was seen to wield a sword composed of dark energy as well as fire laser blasts from its arm-mounted cannons.



ALTERNATE
MODE

WEAKNESSES

Subject did not show any intelligent outside of very basic speech. By all survivor accounts of the incident, aggression and hostility were the creature's only noted personality traits.

RUN-OVER

"RUN-OVER, ATTACK!"

?

ALLIANCE
UNKNOWN

BIO

Run-Over was also created when Nemesis Prime was first encountered. glimpsed only briefly, Run-Over was a semi-autonomous piece of the Nemesis Prime construct. As Nemesis Prime was formed to resemble Cassius, so Run-Over was formed to resemble Prime's occasional Mini-Con partner Over Run. It is possible that Over-Run was chosen as a template because of his significance to Unicron, but this is only conjecture. Much like Nemesis Prime, Run-Over did not show any extensive sentient intelligence, although there is no way to prove that this was indicative of its overall cognitive abilities. Although the main construct was apparently destroyed, the participants of the battle were less sure about what became of the fragment calling itself Run-Over. If Run-Over survived and was able to reform the rest of itself, it is possible that the galaxy has not heard the last of the construct known as Nemesis Prime.

WEAPONS & ABILITIES

Subject was a physical exact duplicate of the Mini-Con Over Run, possessing a similar transformation mode and strength level. Like Nemesis Prime, Subject could increase its size and strength levels at will. It also had extensive regenerative abilities, allowing itself to heal from almost any physical wound.

WEAKNESSES

The apparent low level of intelligence possessed by Subject may have prevented it from being very innovative with its combat strategies.

WEAPON MODE



ALTERNATE MODE





ALLSPARK
FAN/CON

SUB-UNIT
NIGHT ATTACK TEAM

BROADSIDE

"FEAR THE DARKNESS AND THE SHADOWS FOR WE ARE THERE!"

[From the Personal File of Knock-Out, File-Con]

BIO

It's like looking into a mirror. A shiny, cracked, ugly-looking mirror. Yeah, Broadside and his unit got a lot in common with us. They're warrior Mini-Con's who are unaligned with any faction not to mention the fact that they were built to be pretty much our physical doubles. But this Broadside unit's a nothing like me, and don't you forget it. He's a cruel, pretentious shell of a bot whose always spouting off half-formed ramblings about "darkness and shadows that..." Whatever. He'd better stick to the darkness all right 'cause if I ever catch sight of him on the battlefield there ain't gonna be too much left of him.

WEAPONS & ABILITIES

Okay so Broadside's not exactly a punk in the strength department, and he's a crafty fighter when he's got darkness on his side. He's also got super-hard armor plating, and a main weapon that's pretty much the equal of mine. His shoulder cannons can fire powerful energy blasts or an anti-personnel missile that's effective up to 5 miles in robot mode and 8 miles in vehicle mode.

ALTERNATE MODE



WEAKNESSES

I think so, yes, but Broadside doesn't have too many real weaknesses. Unless you count that face of his—right?

FETCH

"WHAT, YOU THINK YOU CAN TAKE ME?"



ALLIANCE
PINK.COM

SUB-UNIT
NIGHT ATTACK TEAM



BIO

Fetch's meek is essentially his response to anything that someone might have in up to him. If someone asks a question that comes even remotely derogatory, Fetch becomes immediately and starts calling for a fight. Most people weren't prepared for

Fetch's hot-temper temper much to the amusement of *Breakdown* and *Scout*. The other members of the Night Attack Team do tend to discourage this behavior, and usually egg Fetch on in these circumstances. They eagerly employ their favorite tactic: suggesting that some hapless, clueless Pink-Con go to Fetch "about his self-esteem problem."

This gives them something to joke about and usually spells disaster for the object of Fetch's aggressive attention.

Fetch's foul disposition is evidence of his inner nature, so it's no surprise that they lean toward the Deception side of the war to reach at the Lunar Military Team (and toward the Autobots).

WEAPONS & ABILITIES

Subject has exceptional strength and stamina for a Pink-Con but only average intelligence. He is armed with two chemical anti-missile rocket launchers, each can fire a well-targeted warhead with a variable payload. Subject likes to load each cannon with different antibodies so he can provide "a little variety for the victims." His specialties lie in light attacks and health control operations.

WEAKNESSES

No amount of training or experience seems to be able to dull Subject's irrational and dangerous temper, which is his greatest weakness.

ALTERNATE MODE





ALLSPARK
MINE.COM

SUB-UNIT
NIGHT ATTACK TEAM

SCATTOR

"FIGHT FIRE WITH FIREPOWER."

BIO

Scattor leads the battle-hardened unit of miscreant Mini-Con known as the Night Attack Team with a cold confidence. They've personally fought in and won more battles than most armies have, so he's not worried about the team's ability to function under fire. Scattor has no doubt that those with the biggest guns will win the day and he's equally sure that his team has those guns. Like their counterparts on the Land Military Team, the Night Attack unit has kept from joining officially with any group. However, it's no secret that the ferocious leader who's wasted far too much time throughout the galaxy, readily identifies with the cruel Decepticon ideology of might making right. He has even considered joining the in it only for added protection in case any survivors of the Night Attack Team's routine wrongdoing ever return to claim vengeance on Scattor. Should the Night Attack unit join with the Decepticons, their strength could tip the balance of power decisively against the Autobots.

WEAPONS & ABILITIES

Subject is a physically powerful Mini-Con as well as an experienced battlefield commander. He has fought in every imaginable terrain under every imaginable condition giving him unmatched military training. His right arm is a large cannon that can fire a variable payload warhead. Subject's weapon of choice is a multiple-missile warhead that launches nine independently targeted, heat-seeking projectiles at multiple targets.

ALTERNATE MODE



WEAKNESSES

Subject's single optic sensor is designed primarily for night vision making it vulnerable to bursts of light. A light-based attack can disorient him or even render him temporarily blind.

OPTIMUS PRIME

"FREEDOM IS THE RIGHT OF ALL SENTIENT BEINGS."



ALLIANCE
AUTOBOT



WEAPONS & ABILITIES

Subject is one of the largest and most physically powerful of all the Autobots. Having served under the strategic of *Scourge*, he has become proficient in many forms of Cybertronian self-defense, as well as the use of most standard main Autobot firearms and ordinance. Additionally, Subject is capable of entering an enhanced version of the Powerlink process known as "super-mode." In super-mode, Prime is able to combine with the components of his trailer thus making himself larger and more powerful [see *Super-Optimus Prime*]. This superior form provides Prime with increased strength and endurance, as well as other enhancements including, but not limited to, energy projection and manipulation. Subject is also capable of upgrading this mode further by linking with other Autobots, such as *Jehin* and *Overload*.

WEAKNESSES

Subject shows no physical weaknesses, however, his selfless nature can sometimes be used to his opponent's advantage.

[Excerpt from the Cyber City Educational Archives
Subject: Optimus Prime
Author: Unknown]

BIO

Truth, justice, freedom... to Autobot [see Autobot] leader Optimus Prime these are more than mere words—they are the Prime's given rights of every living creature and the very things that Prime would sacrifice his own life fighting for. Having received the highest possible honors during his tenure at the Cybertronian Military Academy [see Institutions], Optimus Prime was the youngest cadet to have ever been promoted to the rank of active field Commander prior to graduation. Since then, Prime has selflessly dedicated his existence to the eradication of the Decepticon menace [see Decepticons], and was responsible for leading the countermeasures that repelled their first major assault on Cybertron [see Cybertron]. With the Decepticon advance temporarily halted, Prime was asked to adopt the mantle of Guardian over the Autobot province Cyber City [see Cities] and it was under his guidance and watchful optics that the entire planet was allowed to enjoy a new era of peace and tranquility. However, this peace would be short-lived thanks to the resurgence of the Decepticon movement. Led once again by the despot *Megatron* [see Megatron], the Decepticon forces would return wielding the power of the Cybertronian sub-atomic known as the *Mis-Core* [see *Mis-Core*]. Despite waging a seemingly endless war against the Decepticon forces for millions of years, Prime's devotion to the Autobot cause has yet to falter. In this dedication to his ideals, that not only inspires the unwavering loyalty of his soldiers, but also instills fear into the hearts of any who would try to subvert these noble principles.



ALTERNATE
MODE



ALLIANCE
MINI-CON

OVER-RUN

"TO UNDERSTAND YOUR ADVERSARY... YOU MUST FIRST UNDERSTAND YOURSELF."

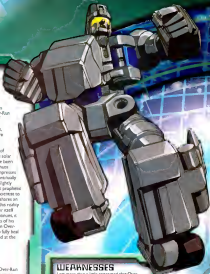
[From the Troop Assessments of
"Optimus Prime," Autobot Leader]

BIO

A stranger in a strange land, I guess that's the best way to describe this enigmatic Mini-Con who continues to constantly surprise me. When Over-Run first came to our dimension wearing an infinite warble and multiple noisies, many of us were skeptical of his claims, to say the very least. However, we were quickly convinced with the impending arrival of the being known as Unicron and his horde. Without the guidance of Over-Run, Cybertron—and this entire solar system, for that matter—wouldn't have been able to survive the onslaught of the Great Bringer's attack on this reality. With experience, we must admit the Mini-Con is far spiritually expanding, resilient. Though it may be slightly more at times, Over-Run seems almost positively slowly evolving from a passive, random source to something of a logical sage. He now shares an uneasy bond with the Cybertron of this reality and seems to be slowly helping it repair itself. As the effort to rebuild our world continues, it will be interesting to see how the fruits of his labor develop. However, I fear that even Over-Run's assistance may not be enough to fully heal the wounds that our world has suffered at the hands of Unicron.

WEAPONS & ABILITIES

Like many of his Mini-Con brethren, Over-Run is a triple changer, capable of transforming into three different modes. Besides his vehicle and robot mode, Over-Run also commands a weapon mode, a surprisingly powerful high-energy photon blaster, which can be wielded by standard-sized Autobots such as myself.



WEAKNESSES

I am more than a little concerned that Over-Run's growing attachment to the inner workings of Cybertron is slowly causing him to lose touch with his fellow Mini-Cons and Autobots, many of whom are beginning to question his mental stability.



ALTERNATE
MODE



WEAPON
MODE

OVERLOAD

"I SERVE AT THE WILL OF OPTIMUS PRIME."



ALLEGIANCE
AUTOBOT



BIO

Commissioned by Optimus Prime during the second year of the Earthrise Conflict, the

Overload weapons system was developed by a team of Autobot scientists led by Science Officer Red Alert. The system was built in an effort to create a "one-man" defense system capable of taking down a warship firing the only Autobot with the superstructure strong enough to withstand the landing process. Optimus Prime generously accepted to be modified for it, to order made the system is connected to and controlled by Optimus Prime and can be automatically activated by the voice activation code "Powerline Overload." The system can only be activated by the voice prints of Optimus Prime, Red Alert, or his Headmaster component, Pullout. Upon activation, the Overload system combines with Prime's superior in the form of two massive shoulder-mounted plasma cannons. In robot mode, the system becomes an extremely powerful mechanical controlled by the Max-Cor Ballast.

WEAPONS & ABILITIES

When Power is along, the Overload system is capable of magnifying Optimus Prime's physical strength by approximately 30 percent and a side to multiply the potential firepower of his internal weapons systems tenfold. As a result, the system's primary plasma cannons generate enough concussive force to penetrate up to two feet of inflexible steel.

WEAKNESSES

Since Overload is primarily an AI-based weapons system, the unit contains no "true" personality and is essentially useless unless controlled by either Optimus Prime or its Headmaster component.

Pullout's excessive fuel consumption is also a major concern.

ALTERNATE MODE





ALLEGiance

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OVERLOAD

(CONTINUED)



COMBINED
BASE MODE

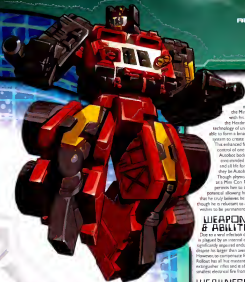
OPPOSITE PAGE
COMBINED MODE
OVERLOAD (CONTINUED)

ROLLOUT

"YOU'RE ONLY AS POWERFUL AS YOUR MIND ALLOWS YOU TO BE."



ALLIANCE
MINI-CON



BIO

The true personality of the Overload mercenaries is revealed when the Mini-Con Rollout merges with his Autobot partner. Utilizing the Headmaster's genius, an ancient technology of unknown origin, Rollout is able to form a binary bond with the weapon system to create the Autobot Overload. This enhanced form grants him complete control of one of the most powerful Autobot bodies ever created, which the semi-sentient Mini-Con uses to help any and all life forms around him, whether they be Autobot, Mini-Con or human. Though physically frail in his true form, as a Mini-Con Rollout's Overload mode permits him to tap into his enormous potential, allowing him to become the hero that he truly believes he is capable of being. Even though he is reluctant to admit it, Rollout secretly wishes to be permanently bonded to the form.

WEAPONS & ABILITIES

Due to a viral infection during his creation, Rollout is plagued by an internal defect that drains him, and significantly weakens endurance and physical strength despite his larger than average size for a Mini-Con. However, to compensate for his physical disabilities, Rollout has all but mastered the use of his internal energy-storing rifles and is able to snuff out even the wildest electrical fire from up to five miles away.

WEAKNESSES

Due to the modified binary process of the Headmaster technology which bonds them, Rollout is susceptible to any injuries taken by Overload, even when the two are not connected. Use of the Overload form also places its toll on Rollout's already weakened neural systems, requiring substantial recovery periods afterwards.

WEAPON MODE



ALTERNATE MODE





ALL SCHEMERS
DISAPPROVE

PREDACON

"FREE YOUR INNER BEAST FROM ITS MECHANICAL CAGE!"

BIO

The mysterious Predacon is an unpopular member of the Decepticon cause. Overbearing and dramatic, he is regarded as something of a fanatic because of his unpopular views about the benefits of living organic beings with standard Cybertronian robotics. One of a core base of biomechanical Transformers, the enigmatic Predacon eagerly shares his passionate views on the hidden power of flesh-based components for both killing and creating transformers in an attempt to convert more followers to his cause. Most Decepticons (and even Autobots) find the prospect of melding with organic life to be disgusting, but this hard-nogged Predacon finds amusing a small but devoted following thanks to his talent for passionate rhetoric. However, even the inner circle of his small cult-like following doesn't know the origin of the biomechanical technology they revere, and Predacon uses cryptic flowery responses to evade questions about his long-term plans and goals.

WEAPONS & ABILITIES

A persuasive speaker, Subject is as intelligent and charismatic a monster as well as a physically powerful warrior. In his alternate mode, Subject is capable of activating vertical take-off-and-landing thrusters for flight.



ALTERNATE MODE



(CONT)

capabilities, the thrusters can also be used in his other modes. In robot mode, Subject wields an electrified talon weapon with deadly precision. He also has two shoulder-mounted machine guns (which can also be used in his alternate mode, where they act as his arms).

WEAKNESSES

Although highly resistant to damage, Subject's biological components take longer to repair than his mechanical segments. His devotion to his beliefs sometimes blinds Subject to the consequences of his actions.

SIDE BURN

"YOU CAN'T CATCH SOMETHING—OR SOMEONE—YOU DON'T KNOW."



ALLEGIANCE
MINI-CON



BIO

Side Burn is a nervous wreck, living his life on borrowed time. He's convinced that his partner, Predacon, will eventually realize that the Mini-Con is actually a double agent. Anxious by circumstance Autobots to keep tabs on Predacon's small but vicious unit, the cocky Side Burn gladly agreed to the assignment, always eager to test his impressive undercover skills. After managing to become one of Predacon's partners, Side Burn was immediately struck by the strength of the Decepticon's will and frightened by how far he was willing to go to achieve his goals. Seeing the eminent danger Side Burn hopes only to discover Predacon's plans before the Decepticon discovers the Mini-Con's deception and true allegiance.

WEAPONS & ABILITIES

Subject is a talented infiltrator spy and undercover operative. He survives by his wits, never revealing too much about himself to those around him. Despite his lack of strength, his speed and street smarts make him a capable opponent in combat. In vehicle mode, he can reach speeds of up to 140 mph for a distance of 300 miles before requiring refueling.

WEAKNESSES

As is the case with his current assignment, Subject's weaknesses underestimate his ability to cope with the dangers that arise during undercover work. He can usually keep his cool when things get tense, but is prone to call on his mental flexibility.

ALTERNATE MODE





ALL-STAR
PENGUIN

SKID-Z

"IF YOU DON'T BELIEVE, YOU CAN'T BELONG."

BIO

Skid-Z is one of Predacon's most loyal followers. Always considered an outcast and social misfit, Skid-Z was desperate for something to believe in and someone to accept him. The irrepressible Melt-Can finally found a welcoming home with Predacon once he accepted the energetic Decepticon's doctrine of organic superiority. Unfortunately Skid-Z's bad luck continued as he found Melt-Can to Skid-Z's dismay he proved to be unsuitable for the organic grafting process, forcing him to remain wholly mechanical. Predacon still retains Skid-Z as one of his partners and values his loyalty, but Skid-Z knows that his Decepticon partner was disappointed. This situation has only reinforced Skid-Z's original feelings of insecurity and social ineptitude. He has become jealous and highly resentful of Predacon's other partner, Side Burn, who is suitable for the biomechanical grafting process but chooses not to undergo it.

WEAPONS & ABILITIES

Skid-Z has average intelligence but above-average strength for a Mini-Con. He is an adequate warrior and his all-purpose shapechanger housing in vehicle mode, he can reach speeds of up to 135 mph for up to 250 miles at a time.



ALTERNATE
MODE



WEAKNESSES

Skid-Z lacks any real sense of self making him easily influenced. His newfound belief in Predacon's dogma has made him dangerously unbalanced. He also has a tendency to stall out when trying to brake at higher speeds.

DIRT BOSS

"KEEP IT DOWN AND DIRTY!"



ALLIANCE
MINI-CON

SUB-UNIT
RACE TEAM



BIO

If following the rules is the name of the game, then Dirt Boss isn't playing. His unwillingness or inability to go along with established regulations infuriates those around him, especially when he's forced to work with others in a non-optional atmosphere. *Downshift* and *Hinge* are the only Mini-Cons that can get up with Dirt Boss for an extended period of time, and even they sometimes need to take a break from his antics. With an *apex*... climb as big as his mouth, Dirt Boss enjoys showing others with his foul personal hygiene and the crude noises he usually maintains engine noise. His results in stopping maintenance appointments so he can keep his chaotic looking and rattling exactly the way he likes it. Worst of all, if someone questions Dirt Boss' hygiene decisions, he'll show them one of his calculated and vicious to the offender mechanical until they give up and leave him alone... which is just the way he likes it. Although he's an emerging star in racing, Dirt Boss is also the only member of his team to have completed an advanced study program in theoretical physics and theories of entropy which some think may have led to his Union map-concurrence about things in his Decepticon-influenced Road Assault persona. His chaotic tendencies take hold of him until the effort wears off.

WEAPONS & ABILITIES

Subject has slightly above-average strength and above-average intelligence. He has extensive knowledge about high level physics through he doesn't often volunteer this information. He confides with *Hinge* and *Downshift* to form the *Subprime* unit.

WEAKNESSES

Subject's sporadic maintenance schedule leaves him with constant minor glitches and occasionally problems that require major overhauls. Most other Mini-Cons and Transformers don't like to be around him for too long, making long-term team operations difficult.

ALTERNATE MODE





ALL-SCIENCE
MINI.COM

SUB-UNIT
RACE TEAM

DIRT BOSS

(CONTINUUM)

"ALL ROADS LEAD TO DISORDER."



ALTERNATE
MODE



RECOMMENDED
COLLECTOR'S EDITION

10/10

DOWNSHIFT

"NOTHING TO PROVE, NOTHING TO LOSE."



ALLIANCE
MINI-CON

SUB-UNIT
ROAD ASSAULT TEAM



BIO

The hyper-fast Downshift is a racing champion among the Mini-Cons. His speed is only outclassed by a very small number of mechenoids in the galaxy, the fellow Mini-Con *Inferno Star*. At one point, this may have bothered Downshift. He was once an arrogant competitor who couldn't stand the thought of being beaten by anyone, but Downshift has matured with time to become a solid and confident soldier. His actions are driven by self-consciousness, which helps make him a brave and reliable ally. But the seeds of his old, negative mentality remain deep within him, released only when a Decepticon transforms him into his Road Assault persona by controlling the Skyboom Shield for an extended period of time.

WEAPONS & ABILITIES

Subject is the capable driver of the team, with an established track record of racing victories. He uses those skills and his immense speed on the battlefield to make lightning strikes against his foes and easily make counterattacks. He combines with *Dark Boss* and *Thrango* to form the Skyboom Shield.

WEAKNESSES

His quiet self-confidence helps make him reliable, but Subject's inability to ask for help from others limits his ability to function in team operations.

ALTERNATE MODE





ALLIANCE
MINI-CON
SUB-UNIT
RACE TEAM

DOWNSHIFT

(continued)

"THERE'S NO VIRTUE IN MODESTY, AND NO CONCEIT IN VICTORY."



ALTERNATE
MODE



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012-000

MIRAGE

"HIDE YOURSELF, BUT NEVER YOUR IDEALS."



ALLEGIANCE
MINI-CON
SUB-UNIT
RACE TEAM

BIO

Read never knew a race, but it once seemed unlikely that Mirage would ever rise to his current position as leader of the Race Team. Always specializing in stealth and speed, Mirage was better at hiding or running than fighting. But witnessing the horrors inflicted by the Decepticons and even some of the other more ruthless Mini-Cons made Mirage realize that cowardice in the face of injustice was the worst crime of all. No longer comfortable watching in the background, Mirage stepped up to the challenge and became a ranking Mini-Con and critic of any kind of tyranny that considered snail, obscurant, and silence. But Mirage still feels remorse over the days when he ignored his principles and protected himself instead of others. These feelings occasionally surface in his cowardly stunts Read Assault periods. Guilty that those thoughts still exist somewhere within him, Mirage pushed the Race Team to side with the Autobots largely because he never wanted to let that side of himself come to light again.

WEAPONS & ABILITIES

Subject has above-average intelligence, great speed, and an incredible skill for covert operations. He possesses a special light bending cloaking device that can render him completely invisible. By touching physical objects, he can also render them invisible as long as he maintains contact with them. Subject goes with *Decepticon* and *Dis-Boss* to form the *Decepticon Shield*.

WEAKNESSES

Subject's cloaking device can quickly drain his Energon reserves especially if he is using it on other objects as well as himself.

ALTERNATE MODE





ALLSPARK
MINICOM

SUB-UNIT
ROAD ASSAULT TEAM

MIRAGE

(COMBAT SCOUT)

"YOU CAN'T STRIKE WHAT YOU CAN'T SEE...
BUT IT CAN STRIKE YOU!"



ALTERNATE
MODE



SECONDARY
COLOR SCHEME

074

SKYBOOM SHIELD

COMBINED MINI-CON WEAPON



ALLEGIANCE
MINI-CON

SUB-UNIT
RACE TEAM



The Skyboom Shield is the combined form of the three Mini-Cons that make up the Race Team: *Mirage*, *Dark Saber*, and *Decapicon*. Although the three have radically different

personalities, *Mirage* has managed to convince them all that protecting the innocent should be their primary objective. This goal unites the team when they form the shield, helping to increase its defensive power according to their will and the will of the Skyboom's user. When wielded by a larger Transformer, the Skyboom is the only effective defense against the other super-powerful Mini-Con weapons, such as the *Dark Saber* or *Decepticon Blaster*. It provides incredible protection, essentially defusing all but the most powerful physical and energy attacks while also augmenting its user's overall strength and physical abilities. When wielded by a Decepticon for an extended period of time, the Skyboom absorbs some of their negative energy, warping the team members' personalities and altering their colorations. If the Decepticon was particularly powerful and/or wielded the shield for a lengthy amount of time, this effect can carry over even when the team abandons the Skyboom. This transformation into the Road Assault Team is not permanent, but it is a traumatic experience that all three members hope never to experience again.



ALTERNATE
COLOR SCHEME



ALL INFORMATION
IS AUTHORIZED

RED ALERT

"ALL LIFE IS PRECIOUS."



[From the Personal Files of
First Officer, Autobot]

BIO

A while back, Prime told me that—many cycles ago—Red Alert was the loudest, most brash Autobot warrior the site of Cybertron. He was literally one of the fiercest Autobots to ever pick up a blaster, a regular bruiser. Well, you'd never think it if you met the Red Alert of today. Don't get me wrong, Red's still as cool as the rest, but...it's just that he's a guy—how should I put it—"reserved." He's calm and calculating to a fault, definitely not the type of bot to crack a joke or look back to enjoy an Energon bribe with the fellows. Now is he the type to ever take a break? Chances are, if you run into Red Alert, you're going to find with him while he's working. Even when there's no war in the room, big guy'll find him in there working on new ways to repair damaged circuitry or upgrading one of the latest suboptims.

Prime says that Red's change in demeanor is due largely to an injury that he sustained in battle during his days as a full-fledged warrior with the Autobot army. I don't know what exactly happened, but rumor has it that he was on the verge of terminal status lock for quite some time there and they weren't sure if he was ever going to make it through. Lucky for us he did.

ALTERNATE MODE



WEAPONS & ABILITIES

Given enough time, there's no wound that Red can't fix. Heck, one time I saw him patch up a gash in Optimus' chest with a wad of banding material and a couple of bolts. And when slag hits the fan, that crazy over-mounted blaster of his comes in pretty handy too, whipping up anything from a laser scalp to insulating fluids, so fire-resistant gel.

WEAKNESSES

Cool. I guess it's fair to start as Red doesn't have too many weaknesses. He can pretty much figure his way out of anything. Still, more often than not, the others take offense to his reserved demeanor, usually involving a few ego or status. That's so not the case. Red just seems a lot more comfortable around his insuborns as all

LONGARM

"COMPLACENCY DOES NOT COMPUTE."



ALLSPARK
FAN.COM



BIO

Longarm is a modified Hiss-Con whom Red Alert reassigned from near-terminal status back. The new Longarm still retains the same good-natured personality around Autobot companions of the original, but his memory banks are now a blank slate. Possessing a logic-centric mentality, Longarm serves as Red Alert's "second brain." He is able to greatly enhance Red Alert's already impressive cognitive abilities during the Powerlink process, allowing the Autobot to "multi-task" in the truest sense of the word. While Longarm is able to analyze and diagnose technical problems Red Alert can simultaneously solve other issues or perform completely separate tasks. For example, while Red Alert is busy attending to one injured trooper, Longarm is able to simultaneously scan, identify and diagnose the injuries of another. He can then upload the data directly to Red Alert, who then fully preps to treat the wounded trooper without ever having seen the injury.

WEAPONS & ABILITIES

Besides advanced analytical and cognitive abilities, Powerlinking with the highly intelligent Longarm also grants Red Alert access to various other physical enhancements. One such enhancement is the ability to generate and launch robotic constructs from his chest. Developed by Longarm, these energy-based projectiles were engineered to create a perfect, instantaneous system shutdown on contact, essentially immobilizing a target without causing it any significant bodily harm. Red Alert can also manipulate the data like creates a virtual homocraft, transporting small items or even people.

WEAKNESSES

Subject's exhibits no outstanding physical weaknesses. But Longarm's lack of personal memories and experiences makes him useful for a life he can no longer remember, leading to unnecessary bouts of depression.

ALTERNATE MODE





ALL-STAR
AUTOPLOT

RHINOX

"HARD WORK NEVER KILLED ANYBODY."

[From the Troop Assessments of
Jettico Autobot]

BIO

Reliable and hard working Rhinox is—scratch that—Rhinox was a key part of my command unit on Cybertron. He was an extroverted, take-charge warmer who exhibited many natural leadership qualities on the battlefield: courage, integrity and old-fashioned spirit. Not only that, he was also an honest guy to hang out with on those rare occasions when we got a break from killing Decepticon-cats. Unfortunately, his tendency to use an overbearing, heavy-handed tone in battle often alienated the Autobot he worked with, leaving his advancement potential (88.1 value) valued his immense contributions to the Autobot cause. He will be missed.

WEAPONS & ABILITIES

Stocky and tough, Rhinox was definitely not someone a Decepticon wanted to go toe-to-toe with. In rhino mode, his charges were practically unstoppable, and his psychic horn got its fair share of action in his day. When needed, he could transform his hind legs into wheels for even more traction and power. He was a smart warmer with good tactical skills, but not much of a bedside manner with the troops.

ALTERNATE MODE



WEAKNESSES

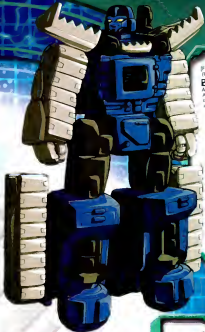
There wasn't much that could get through his thick hide physically, but it definitely hurt Rhinox to see his leadership tactics backfiring, the others, especially Arcee and...

ARMORHIDE

"A THICK SKIN DOESN'T ALWAYS MEAN A THICK HEAD."



ALLIANCE
MINI-GUN



[From the Personal Files of Rhine, Autobot
(Located Randomly)]

BIO

Armorhide is a burly tough iron-hand brawler. At first, that's what most people think, when they take a look at my Min. Cos partner. He's a lot stronger than most Min. Cos, and he's even been known to go up against a full size Decepticon or two on occasion. This gained him something of a reputation, which might be the worst thing that ever happened to him. You see, not only is Armorhide strong he's also smarter than a couple Autobots put together. Now he's unable to shed his rep as a tough loc, and everyone treats him like just another lumbering giant head. I know how much this bugs him, and I tried to convince him that we knew there's more to him than that. But on the battlefield when I'm bawling orders for him to do this or that, he just feels like I'm doing it because I don't believe he can think for himself. That couldn't be further from the truth, it's just the way I get on the field, and I wish I could make him understand that.

WEAPONS & ABILITIES

There's been a lot of talk about how strong Armorhide is, and how nearly impenetrable his armor is, but even more important is his intelligence. He's studied enough plastic literature, science and military theory to make most scholars look like rank amateurs.

WEAKNESSES

Armorhide is extremely sensitive to being treated like he's dumb. If he gets even the hint that he's being condescended to, he'll become sullen and difficult to work with.



ALTERNATE
MODE



ALLIANCE
AUTOBOT

SCAVENGER

"ALWAYS RISE TO THE CALL OF DUTY!"

[From the Intelligence File of **Scavenger**,
Decepticon Leader]

BIO

No, yes... there has been the story of my early loss to this so-called legendary "time well" of the Autobots, the place where the great **Cybertron Prime** resided just to put a map on it. Yes, I do consider it wildly fascinating that the great leader of the Autobots sought out such an ancient and skilled warrior in an effort to control me. Unfortunately for Prime and his lot, defusing the mighty **Plagion** is a task much easier said than done. Ah, but **Scavenger's** reputation does precede him. Though I have never experienced the emotion, some lesser beings call "fear" the very thought of his legendary rage is enough to make even a being as powerful as myself tread more carefully. Regardless of his so-called allegiances, I know the truth. Like all of us, there is a darker side to **Scavenger**—one that he chooses to bury within. It rests there, lying as deep as open wounds, and what a surface I will be there to take advantage of. **Scavenger** has a star with each upon he grows increasingly disheartened with the Autobots cause, for now only a matter of time.

WEAPONS & ABILITIES

Quite possibly the greatest head-to-head combats that **Cybertron** has ever known, **Scavenger** is well-versed in every Cybertronian martial art. He apparently even trained **Cybertron Prime** at one point! Not only has he mastered every fighting technique known to our race (but he has also developed several new styles himself). Also, years of conflict have toughened his rugged exterior to the point where it is said to be impervious to most forms of handheld offense or projectile fire. He... if he chooses to cross the issue we shall see just how invulnerable that hole of his really is, especially when facing my co-warrior cannon.



ALTERNATE MODE

WEAKNESSES

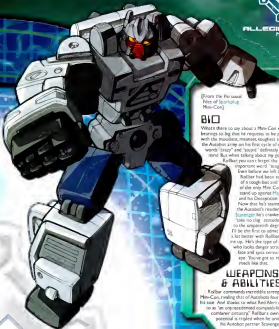
While **Scavenger** would never claim to suffer any real weakness, I know the true chink in his armor. It is the darker side of his personality component, the portion that so desperately yearns to be free. I know him, and I know that the more he tries to suppress it... the more that it will continue to eat away at his spirit.

ROLLBAR

"IT AIN'T THE SIZE OF THE GUN...IT'S THE SIZE OF THE BANG!"



ALLEGIANCE
MINI-CON



[From the Personal
Files of Sparkplug
Mini-Con]

BIO

Where there's so say about a Mini-Con with bearings so big that he requires to be partnered with the meekest, meekest, meekest soldier in the Autobots army on his first cycle of duty? The words "tweak" and "tough" definitely come to mind. But when talking about my good buddy Rollbar, you can't forget the most important word: "tough."

Even before we left Cybertron,

Rollbar had been something of a tough nut and was one of the only Mini-Cons to ever stand up against *Hyperion* and his Decepticon hordes.

Now that he's teamed up with the Autobots' resident larner

Swingler, he's cracked that "tough" tag...sorta. Of his up to the upmost degree. Still, it'll be the first to admit that I feel a lot better with Rollbar backing me up. He's the type of Mini-Con who looks danger afloat in the face and gets uncomfortable in no eye. You've got to respect a mech like that.

WEAPONS & ABILITIES

Rollbar commands incredible strength for a Mini-Con, rivaling that of Autobots four times his size. And thanks to what Roll-Ment refers to as "an unprecedented compatibility in combiner circuitry," Rollbar's own offensive potential is tripled when he teams with the Autobot partner *Swingler*.

WEAKNESSES

Rollbar appears to have no obvious physical weaknesses, but his unwillingness to call for aid (read "Little-boy Complex") often results in situations getting too intense for even him to handle solo.

ALTERNATE MODE





ALLEGIANCE
MINI-CON

SLIP-UNIT
SEA TEAM

OCEANGLIDE

THESE SMALL FISH KNOW THE TRIUMPH OF VICIOUS INTENT!

BIO

This scaling great achieved leadership of the Sea Team by being the slayest of the sea, despite his occasionally perked-up and somewhat limeridic fit. Just that Oceanblade gets so full of expression when he gains over a successful aquatic persona that he can't hold it in or turn his thoughts straight. This makes his work lively and unique, if not always easily understandable. This, including slightly bumbling side of him exists in stark contrast to his ruthless ways when commanding his unit in battle. Having been manipulated and persecuted like most Mini-Cons during the Awakening Decapod war, the Sea Team gladly allied itself with the Decapodians in order to take control of their own destiny. Under the tutelage of Tobi,

Wren the valiant Decapodian master of space and the sea, Oceanblade has become a cunning warrior. Some wonder how he reconciles his actions, sometimes deeply moving, poetry with his collisions on the battlefield, but

Oceanblade decided it was better to take control of his destiny for the wrong side than be forever manipulated while on the right.

WEAPONS & ABILITIES

Subject has above-average strength and armor as well as great intelligence. Regarded as deadly warrior, he is also an excellent naval commander and warrior. In both modes, his primary weapon is a dual-purpose propeller that can function as a surface-to-air missile or a torpedo. He is the most fuel-efficient of the Sea Team, due in large part to the twin solar power collectors on his arms. He can use the panels as shields to defend himself in hand-to-hand combat, or to absorb the power of energy attacks. When fully charged the panels can emit a high-powered heat beam capable of melting solid steel.

ALTERNATE MODE



WEAKNESSES

A breathtaking wave can stop Subject in his tracks, even in the middle of a battle. His boat mode's underbody is susceptible to corrosion when a high level of chloride ions is present in the water.

OCEANGLIDE

(CONTINUED)



ALLEGIANCE
MINI-CON

SUB-LIFTER
SEA TEAM



ALTERNATE MODE



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ALLIANCE
MINICON

SUB-UNIT
SEA TEAM

STORMCLOUD

"THERE'S NO WARNING BEFORE I ROLL IN."

BIO

For Stormcloud the sharp ring of the axon is the thrill of battle. He finds endless pleasure in being the fastest member of the Sea Team, and longs at any opportunity to demonstrate his speed—regardless of his intent. After countless years of being misread along with the other Minicon, Stormcloud couldn't be happier with his current position of power alongside TridRings and the Deepspacers. He rarely misses a chance to take advantage of being one of the most feared pirates in the galaxy, as his more randomly chosen victims can attest. Going from a maladjusted peon to a powerful warrior has made Stormcloud an unending monster, a fact that is not lost on his friend *Chameleon* during the team's more introspective moments.

WEAPONS & ABILITIES

Subject possesses above-average strength and incredible speed. He is by far the fastest of the Sea Team, when in the water able to move in at lightning speed and strike without warning, thanks to his stealthy engine. His ability to get in and out fast and unnoticed has made him the team's expert in covert, clandestine operations. His current model's main weapon is a vortex missile launcher that can strike accurately from up to 8 miles away. Subject also uses the cannon as an overhead launcher in robot mode.

ALTERNATE MODE



WEAKNESSES

If the cables are turned and Subject is forced to go on the defensive against superior forces, he can slip back into his old cowardly mentality. After such an episode the embarrassed Subject tries to prove his worth by doubling his efforts to correct the defenseless victims of his piracy.

STORMCLOUD

(CONTINUED)



ALLEGiance
MINI-CON

SUB-UNIT
SEA TEAM



ALTERNATE MODE



SECONDARY
COLOR SCHEME



ALLIANCE
MINICON

SUB-UNIT
SEA TEAM

WATERLOG

"WHETHER IT'S LAND OR SEA, THERE I BE, MATEY."

BIO

The most versatile combatant of the Sea Team, Waterlog is the only one whose rugged vehicle mode can travel as easily on land as the water. While Waterlog is mentally and physically the slowest of the team, he's still the most competent warrior of the trio. He's an old-style pirate in the Insect series, he despises "landlubbers" and believes that "dead fish eat no oles." He obsessively scans the waterways and seaways for Escapoon or other vehicles that he can use to enhance the team's power and their standing with their Decepticon cohorts. Tough and relentless, Waterlog will bear the emotional scars of the days when the Sea Team was bullied and harassed by larger Transformers.

WEAPONS & ABILITIES

Subject is the strongest member of the team, with the most military-resistant armor plating. His vehicle mode is capable of travel over most terrain, although its speed is decreased considerably on land. His main weapon is both modes is his powerful ion torpedos which is guided by an advanced scanner system utilizing a combination of radar, infrared, and sonar technologies.

ALTERNATE MODE



WEAKNESSES

While having no outstanding physical weaknesses, Subject does have some psychological problems if cornered by multiple foes, he sometimes suffers flashbacks that trigger an intense, violent rage. This usually becomes more detrimental for his attackers than for the Subject.



WATERLOG

(CONTINUED)



ALLIANCE
MINI-CON

SUB-UNIT
SEA TEAM



ALTERNATE MODE



SECONDARY
COLOR SCHEME



**ALL-STAR
AUTOBOT**

SIDE SWIPE

"WITH AGGRESSIVE PRECISION I WILL
SPEED TOWARD VICTORY."

[From the Troop Assessment
of *Cybertron*,
Autobot Leader]

BIO

As his motto implies, Side Swipe is trying very hard to act like a capable, mature warrior. The trouble is, he's one of the few Autobots who's younger and more immature than even Hot Shot! He's also less experienced, which is why I think that having Hot Shot take Side Swipe under his wing might be the best way to handle both of their problems. These two young Autobots have their potential, but they also have no lack of shortcomings. Hot Shot's impudence and occasional disrespectful attitude, and Side Swipe's rash actions and overly-enthusiastic hero worship. I think that together they can help each other only see their own weaknesses and improve upon them. Right now, Side Swipe needs all the help he can get. I know he means well, but trying too hard can lead to more problems than it solves. I hope that they'll one day learn enough from each other to stand together like brothers among the ranks of the greatest Autobot warriors.

WEAPONS & ABILITIES

I fully expect Side Swipe's skill set to grow with time, but for now he only has average strength and intelligence. His speed and endurance are respectable, as is his courage. With more training I feel confident that he'll become an even greater warrior, but for now

ALTERNATE MODE



WEAKNESSES

Side Swipe's still very green, which makes him a liability on the battlefield. I just hope that teaching Hot Shot to tutor him doesn't turn into the blind leading the blind!

NIGHTBEAT

"NEVER TRYING MEANS NEVER SUCCEEDING."



ALLIANCE
RHS-CON



BIO

Nightbeat knows that he's small even for a Min-Con, but that doesn't stop him from trying to perform less of jervey looking much larger and more powerful warriors in his own innocent way. Nightbeat leads *Solo Sweep* into even more trouble by egging him on to try increasingly daring acts to impress their superiors. Provoked by the misnomer Nightbeat, Solo Sweep has landed himself in a series of embarrassing and often dangerous incidents. Nightbeat can't help it—the misnomer good-natured Min-Con wants to be as much of a hero as the biggest Autobots, and he's willing to take any risk to achieve that goal. Solo Sweep really identifies with his Min-Con's need for approval and acceptance, and the two have gotten into more trouble together than any other Autobots recruit in recent memory. Their well-meaning but misreading stunts have even led *Captain Prime* to consider separating the duo, much to their dismay.

WEAPONS & ABILITIES

Subject possesses below-average strength, speed, and endurance. Despite his meager physical attributes, his courage and creativity in the face of danger are boundless.

WEAKNESSES

Subject is also limited by his arm configuration, which makes it impossible for him to grasp objects or perform actions requiring delicate motor functions.

ALTERNATE MODE





ALLEGiance
UNION

SIDEWAYS

"EFFICIENCY THROUGH SELF-SUFFICIENCY."

BIO

As deadly and mysterious as the Earth's legendary terrors, Sideways has been glimpsed on battlefields across the galaxy centuries fighting alongside the Autobots and at other times allied with the Decepticons. He is always eight-legged about his motivations and goals, choosing his words carefully to reveal just enough to manipulate those around him. Sideways deftly evades questions about where his loyalties lie while mentally mismaneuvering the Autobots and Decepticons like pawns in a fatal game of cosmic chess. His many-layered schemes are difficult to unravel, but it is clear that the devious Sideways truly loyalty belongs only to the evil force known as *Utterance*.

WEAPONS & ABILITIES

Although he generally appears to have moderately normal physical abilities—average strength but excellent speed and fighting prowess—Subject's capabilities are in fact much greater when he calls upon the powers of *Utterance* to enhance himself. In robot mode, he is armed with one arm-mounted rifle/missile launcher that also act as turbo-boosters in his motorcycle mode. He can reach speeds of up to 150 mph using those boosters in vehicle mode. Always preferring to hide his true face, Subject's two Mini-Con partners, *Ripch* and *Crossbones*, can each transform into a head module for him to use.



ALTERNATE
MODE

WEAKNESSES

Subject exhibits no outstanding physical weaknesses. His eagerness to manipulate others instead of taking direct action himself can hinder his plans.

CROSSWISE

"IF THINGS ARE GOING WRONG,
THAT MEANS I'M DOING MY JOB RIGHT."



ALLIANCE
MINI-CON



BIO

A glitch robot, Mini-Con Crosswise was sent by 5 down to infiltrate the Mini-Con Moonbase in order to gather information about them and subtly destabilize their society. Sideways didn't actually have much confidence in Crosswise's undercover abilities but he was sure of the Mini-Con's ability to make things go wrong for those around him.

A virtual magnet for negative energy, Crosswise's very presence tends to naturally make machinery and even characters go completely haywire.

WEAPONS & ABILITIES

Subject has below average strength but average intelligence. He is able to transform into a head module for Sideways or combine with Rook to form a larger robot. Subject also possesses the uncanny ability to attract and manipulate negative energy which takes the form of "bad luck," such as mechanical breakdowns or other errors in those around him.

WEAKNESSES

Subject's alternate mode is useless when Sideways isn't present. He's also a bit clumsy.

HEAD MODE





ALLEGIANCE
PIN-ICON

ROOK

"FRIEND" IS ANOTHER WORD FOR "FOOL."

BIO

Unlike *Crossfire*, Rook is more of a full partner in *Soldado*, constant giver of deep-seated and organic. Soldado trusts Rook to perform his job with unwavering accuracy whether the job is espionage, combat, or subtly covering the needs of discontent throughout the Neo-Con society of Clinto's Pleasance. The realizations and usual Rook enjoys watching things fall apart for others, and loves nothing more than joining in to speed up that process. He's also a sincere-sounding liar with a gift for acting and gaining the unwavering confidence of others—up until he betrays and destroys them. Rook gets a special kick out of the lost look of realization in his victim's eyes when they realize they were completely duped by his friendly, unassuming act.

WEAPONS & ABILITIES

Subject possesses average strength and speed, plus above-average intelligence. He is a skilled and nearly undetectable spy as well as an expert in assorted undercover operations and confidence games. Having been trained by the renegade Soldado, he is also a swift and deadly fighter for his size. He can transform into a head module for Soldado or combine with Crossfire to form a larger robot.



HEAD MODE



WEAKNESSES

Subject's alternate mode is useless when Soldado isn't present.

CROSSWISE / ROOK

(CONTINUOUS)



ALLIANCE
HIFI.COM



BIO

In this combined mode, the two Mini-Cores Rook and Crosswise could either share control of the larger body between themselves or act as a conduit for "Solivoy's" personality. In the latter case, it allowed *Solivoy* to personally oversee covert information gathering and sabotage in the Mini-Core Phoenixes without ever having to sit back there physically in his own body. By doing so, he avoided many of the defensive systems that were geared to detecting and destroying larger Autobot and Decepticon but not Mini-Cores.

MORE THAN MEETS THE EYE

OFFICIAL GUIDEBOOK

TRANSFORMERS ARMADA





HELL BROTHERS
DECEPTICON

SKYWARP

"BULL'S-EYE IN THE SKY, OH MY!"

[From the Undercover Files of
Scavenger: Autobots]

BIO

They say that the clouds get a little
bit darker when Skywarp is in the air
and they're not too far off. There's a
darkness around the Decepticon
that's an extension of his grim attitude.
Serious-minded and stoic-minded,
but with an ironic wit, he's the
kind of fool I can respect and
trust to do his job—the only
problem is that he's on the wrong
side of the Autobots/Decepticon
border. As much as I appreciate this
quiet, professional Decepticon's abilities, I
know that I can't let myself be lulled into thinking
he's actually my—well, friend. That's the kind of
mistake that an amateur makes and I'm no newbie.
If Skywarp knew that I was watching deep cover
for the Autobots, would our friendship mean
more than doing his duty? Or would he lie up
to the cold, emotionless pragmatism he's earned
so far? Maybe I've been here too long, too—at
all the Decepticons I've worked with while
undercover—Skywarp is the only one I don't want
to face in battle... and it's not just because of his
formidable skills.

WEAPONS & ABILITIES

Strong, smart, and super-fast, he's easily a match
for his grotesque nemesis, Starscream. Unlike
this questionable lot of robo-crazies, Skywarp is
a consummate professional. He's an incredible
marksman in his jet mode, capable of targeting a
moving target at a distance of 100 kilometers
with no problems. This ability has earned him
the nickname "Bull's-Eye in the Sky," which has
become his mocking catchphrase after slaying an
opponent. He's equally stoic about his
abilities in robot mode, showing hard in all
types of martial arts until he's proven
wrong and deadly in what the Earthlings



ALTERNATE MODE



[CONT]

call a "warp." His two missile launchers each fire a
salvo of 10 mini-projectiles that Skywarp can aim with
amazing precision. He also wields a diamond-hard blade
in robot mode with total efficiency.

WEAKNESSES

Besides his cool exterior, Skywarp is still sensitive
to comments that he earned his position with the
Decepticons solely for being related to Starscream.
Maybe he tries so hard to distance those accusations
and for all. Regardless, comments about how he
earned his position are the only thing that can
always really hurt Skywarp.

THUNDERCLASH

"IT'S NOT WHAT YOU KNOW, IT'S WHO YOU KNOW."



ALLEGIANCE
MINI-CON



BIO

Unlike Skywarp, who seeks to prove himself based on his own merits and without seeking favors from others,

Thunderclash is an opportunistic parasite whose sole interest is self-interest.

He offers assistance only to those whom he can take advantage of later, and all Decepticons know that accepting help from Thunderclash means they'll pay a heavy price later for a Mini-Con as useful as much power in the usually prejudiced Decepticon ranks, but Thunderclash is such a smooth talker that he's managed to convince almost everyone that they need him more than he needs them. One who hasn't fallen for it is Thunderclash's occasional partner Skywarp, who can't shake the Mini-Con and his greedy attitude. Thunderclash puts up with Skywarp's passive compliance because of the benefits of being associated with the fastest warrior. It is believed that Thunderclash earned the rumors that Skywarp earned his position because of Thunderclash in order to live some potential threat to his former general his Decepticon partner.

WEAPONS & ABILITIES

Subject is highly intelligent and possesses mid-level strength and endurance for a Mini-Con. He is an adequate pilot in his jet mode, and his twin machine guns are a devastating weapon in both modes. Subject is an acceptable combatant, but his real skills lie in being able to manipulate almost anyone he comes in contact with. His greatest asset is the amazing reach of his social network.

WEAKNESSES

Although he has many friendly contacts, Subject also has some resentful enemies. He is in constant danger of someone, like Skywarp, discovering his backstabbing and then taking vengeance against him.

ALTERNATE MODE





ALL SOURCE
AUTOBOT

SMOKESCREEN

"STRIKE HARD, STRIKE STRAIGHT."

[From the Personal Files of
Robots Mini-Con]

BIO

Smokescreen's one rough figure, with a sense of humor that's as straightforward and honest as he is. He doesn't put his energy into complicated combat maneuvers, since he prefers to give into battle headfirst and let his fists sort things out in the most direct way possible. As slow as he moves, Smokescreen's still the first to jump into action, sometimes without thinking it's best, though being separated from my buddy while he's reassigned to help Optimus and the others on Earth—I miss company! battle damage and sharing a job before wading into battle side-by-side.

WEAPONS & ABILITIES

You may look at Smokescreen and think "big dumb lug," but he's got more guts' on upstairs than most give him credit for. He's a good warrior and he has a knack for guessing what his opponents are going to do next that helps determine his sometimes unpredictable fighting style. In robot mode, he fights with his all using his fists, feet, and even cowering back, so both Decepticons like there's no tomorrow. With his incredible strength, endurance and Living Arm Cannon, it all adds up to make him an opponent to reckon with.



ALTERNATE MODE



WEAKNESSES

Yeah, sometimes Smokescreen will jump into battle without thinking, but hey, maybe that's why I like him so much.

LIFTOR

"THERE'S A DIFFERENCE BETWEEN BEING BRAVE AND BEING SCRAPPED."



ALLIANCE
MINI-CON



BIO

Tech-savvy but not particularly courageous, Liftor wishes fervently for the war to be over so that his life can return to some semblance of normalcy. Everyone who knows him can attest to the fact that he's a nice, laid-back, definitely not an individual you'd want on your side on the battlefield. Liftor is light-hearted and lighthearted but he's been known to rise to the occasion in times of need. One such instance occurred when *Scatterbrains*, brother of his usual Min-Con partner *Sparks*, required help during one of the first battles on Kamin. Although Liftor certainly didn't want to, he made the decision to jump into the fray and give *Scatterbrains* the power-up he needed to help the Autobots turn the tide against the Decepticons. Liftor was proud of his own role in this historically brave action, but it's not something he wants to do on a regular basis.

WEAPONS & ABILITIES

Subject is a technically inclined soldier able to repair and upgrade basic technology with ease. He also has an impressive strength level, especially in his Load Lifter vehicle mode.

WEAKNESSES

At times, Subject can be considered nervous in dangerous situations. At worst, he becomes a liability to everyone around him.

ALTERNATE MODE





ALL-SCIENCE
MINI-CON

MINI-UNIT
SPACE TEAM

ASTROSCOPE

"IT'S ONLY A HYPOTHESIS...UNTIL I PROVE IT, THAT IS."

BIO

Equations and theorems are Astroscope's lifeblood. If he had his pick, he would immerse himself in scientific study to the exclusion of all else but the Autobots and Decepticons war over the Mini-Con presents that, from becoming a reality. Astroscope has made peace with that and, in fact, the more adrenergic side of his personality likes to tackle the life-or-death dilemmas that crop up as a result of the conflict, for one thing to distract about alternate realities and all another thing, mostly to have no proving a theory to loose and witness a single being from an unknown dimension. Astroscope had to do during *Optimus Prime's* disappearance. These chances to truly use his skills to work in a meaningful fashion have helped Astroscope truly enjoy his role as the Autobot's resident Mini-Con scientist, top time and leader of the Space Team. The only complaint most people have is that Astroscope has no repeat things, never before they understand it—once is "Astroscope-speak," and then another time for all the laptops.

WEAPONS & ABILITIES

Subject possesses great intelligence and weapons; knowledge on everything from basic chemistry to dimensional metaphysics. His adherence to the scientific method is unswerving, and he is valued for his quick thinking and ability to make due with limited supplies. His unswerving nature is his mobile laboratory helping him collect and analyze all manner of data. His active solar panels help limit his dependence on Energon for power, making him highly fuel efficient. Subject also has above-average strength for unswerving combat abilities.

ALTERNATE MODE



WEAKNESSES

Subject occasionally becomes fixated with a matter of scientific curiosity, delaying his decision making when time is of the essence. Additionally his callous nature sometimes makes him appear cold or anti-social, which is not actually the case.

PAYLOAD

"IT'S SCRAPPIN' TIME!"



ALLIED FORCE
MINI-CON

SUB-UNIT
SPACE TEAM



BIO

Payload performs most of the grunt work for the Space Team with equal enthusiasm. He doesn't mind being the hands-on work horse of the team, but it does irritate him when outsiders look to him as their or Sky Blaz's the "brains" of the operation and ignore Payload's input entirely. He compensates for his discomfort with casual dismissals, but his friends can see that it bothers him more than he lets on. Payload is certainly not an easily insulted or overly sensitive fool, but he sure likes to feel left out or less important. As a result, he always tries to catch advice from his clever and sometimes under-appreciated friend. This helps boost Payload's sense of the respect that Asa's respect gets from the others, say, reminding him that he is really worked out on the battlefield as in his good-natured verbal sparring with his close friend Sky Blaz.

WEAPONS & ABILITIES

Subject is the strongest and most well-armed member of the Space Team. Despite his plain manner of speech, he is also quite intelligent. In his vehicle mode, he can serve as a mobile launching pad for everything from cannon capabilities to his trademark Sky Blaz. Subject is also capable of piloting most interstellar ships.

WEAKNESSES

Subject has no outstanding physical weaknesses.

ALTERNATE MODE





ALL-STAR
MINI-CON

SUB-UNIT
SPACE TEAM

SKY BLAST

"BLAST OFF!"

[From
the Personal
Files of Popcorn,
Mini-Con]

BIO

Sky Blast jumps into action as fast as his four thrusters can carry him and slag the consequences. Sure, ol' hot-head has managed to fool the others into thinking he's as responsible as the next best bot that isn't exactly the case. No, he's no master strategist—he knows how to make a decisive move when the chips are down but he also knows how to make a mess of things by jumping in wildly. Sky Blast always ready to jump at some dangerous challenge, like towing a space mine through a heavy combat zone just to save a life. And I guess that makes him worth having around, even when he does get on my last nerve.

WEAPONS & ABILITIES

Sky Blast is the second-strongest member of our team, after yours truly and he's the most agile in combat. In robot mode he uses his boost-mounted thrusters to take to the air and zip around the battlefield knocking heads with the best of 'em. I got to wish he could drop his annoying little "Blast off!" battle cry for whatever. He's also a decent pilot, if I do say so myself!



ALTERNATE
MODE

WEAKNESSES

It'd say that Sky Blast doesn't really have any physical weaknesses except for the fact that his thrusters use up fuel something fierce.

REQUIEM BLASTER

COMBINED MINI-CON WEAPON



ALLEGIANCE
MINI-CON

SUB-UNIT
SPACE TEAM



When the fantastic trio of Mini-Cons that comprise the Space Team—Astroscop, Polycod and Sky Blast—combine together, they become the single most powerful energy weapon in the known galaxy: the Requiem Blaster. The weapon makes use of Astroscop's transdimensional research with an experimental power-siphoning technology that allows it to draw energy from celestial bodies. This permits the Requiem Blaster to harness the destructive power of a super nova, if needed, not to mention a whole range of powers and abilities based on everything from the basic characteristics of quarks to the intense gravity of a black hole. These powers make the Requiem Blaster a versatile and practically unstoppable force: the only device that can defeat its onslaught is the *Darkness Shield*.



IN POLYCOD SECTION

IN SKY BLAST

IN ASTROSCOP



ALLEGIANCE
DECEPICON

STARSCREAM

"MY DESTINY IS LEADERSHIP!"

(Psychological Evaluation
Transcript) [Told Starscream
Deception]

BIO

What do I think of Starscream? You gotta be kidding me, right? The only thing worse than that egomaniac's attitude is that annoying lingo voice of his—whenever I hear it, I just want to punch clear down his throat, so I can tear out those whiny vocal processors of his and shut 'em off myself! I still remember what he did to me back on Cybertron, leaving me for dead when he betrayed our first mission. Before I even knew what he was he had turned tail toward me to find a way out. I tell ya, if it weren't for Megatron, I wouldn't be here today. I ain't the only one with a grudge either! There are plenty of others ready to get in line for a chance to knock him into next week! I'm pretty sure that's the reason why he was so quick to follow Megatron to Earth—he wanted to get out of there while the gates were good. And to top it all off, there's something that that yellow-bellied piece of slag has a soft spot in his spark for those scion humans—I don't know why Megatron even puts up with him! Yeah, I don't like Starscream, I really make enemies of it!

WEAPONS & ABILITIES

Alright, I have to say it, but Starscream is one of the toughest of the Decepticon flyers. Plus, he's fast—real fast. But no matter how fast he is, that Flybee can't hide up in the air forever.

ALTERNATE MODE



WEAKNESSES

Starscream likes to think that mouth of his is slick enough to talk him out of any situation, but when push comes to shove, it ain't gonna help him when we meet again. And when we do, he's stuffed!

SWINDLE

"DEALS ARE MADE TO BE BROKEN."



ALLSPARK
MINI-CON



[from the
Personal File
of Swindle
Decepticon]

BIO

I have to admit that this little swindle has earned its place on me. When *Hydrex* first suggested the concept of Powerlinking with those primitive Mini-Cons, I cringed at the mere thought of it. But over time I grew to realize the full extent of what these little creatures could do for us. Despite our differences Swindle and I have grown to become a powerful team, and while I wouldn't admit it to his faceplate, he's definitely opened my optics to a lot of things. Much like those humans have started to do. Then again, this double-dealing Mini-Con is known for his penchant for plot-twisting and manipulation which makes me wonder if his intentions are pure, or if he's simply trying to fence me up for the full Council yet another member of the Decepticon ranks who I need to keep a watchful optic sensor on. no wonder Thundercracker felt us!

WEAPONS & ABILITIES

In my humble opinion, Swindle's greatest asset lies in his ability to enhance my already impressive skills. Whether Powerlinking with him in robot or jet fighter mode, I am able to increase my fighting capabilities exponentially granting me increased strength, speed and most importantly firepower. And of course his ability to "sway" others toward his way of thinking can't exactly be considered a fire

WEAKNESSES

Like most Mini-Cons, Swindle is something of a weakling, but his sneaky nature and aptitude at stealth-based maneuvers make him a formidable foe. Plus, his deceptive demeanor and ability to bluff you with thalione starboard allow him to lure his enemies in—close enough to strike.

ALTERNATE MODE





ALL SCIENCE
PARTS

SUB-UNIT
STREET ACTION TEAM

GRINDOR

"IF YOU'RE NOT TRYING SOMETHING NEW, YOU'RE NOT TRYING."

BIO

Grindor is the most creative member of the Street Action Team—and the most unpredictable. These characteristics are probably what make him suited to his chosen alternate mode as a skateboard since his human friends are known to try a daredevil stunt or two for fun. Grindor (usually) enjoys these tricks, but his true goal is to help all of his friends harness their creative energy so make their goals come true. Some would say the artistic Grindor's outlook, but there's something about the vibrant, positive Mini-Con that makes people listen despite themselves. His uplifting message and bright outlook have succeeded in changing even some of the most cynical minds.

WEAPONS & ABILITIES

Subject has unorthodox strengths (but great intelligence and imagination). He tends to "think outside the box," which helps Subject to come up with solutions that others may miss. Subject is fairly agile in robot mode, and can use his rear thrusters for a speed boost in skateboard mode. He has small, low-powered missile launchers in this mode for defensive purposes.



ALTERNATE
MODE

WEAKNESSES

Subject is not a very good combatant, but his aplomb usually gets him out of trouble.

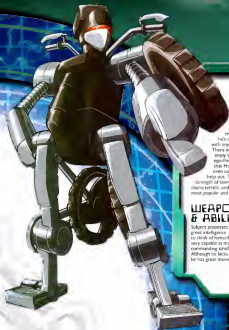
HIGH WIRE

"ALL TOGETHER, NOW!"



ALLIANCE
MINI-CON

SUB-UNIT
STREET ACTION TEAM



BIO

High Wire is the alternate team player. He's always got something motivational to say to spur his companions into action, he never fails to give the credit to his team instead of himself, and he's ready and willing to work with anyone to get the job done. There are very few things that don't enjoy working with the cheerful, ego-free Mini-Con—Gondor jokes that High Wire's pep talks could even convince a Decepticon to help out. The unwavering belief in the strength of teamwork is High Wire's driving characteristic, and it makes him one of the most popular and respected Mini-Cons.

WEAPONS & ABILITIES

Subject possesses only average strength, but great intelligence. Although he doesn't like to think of himself as a leader, High Wire is very capable at motivating, organizing, and commanding small team-based operations. Although he lacks speed in his vehicle mode, he has great maneuverability.

WEAKNESSES

Subject's robot mode is slightly awkward, making it unsuitable for any gymnastic-type maneuvers in battle.



ALTERNATE
MODE



ALLIANCE
HINGEON

SUB-UNIT
STREET ACTION TEAM

SURESHOCK

"FREEDOM ISN'T AN OPTION—IT'S A NECESSITY."

BIO

More than anything else, Sureshock represents *independence*. She prides herself on being a free thinker and wages others—especially her former friend *Alloy*, whom she has very high hopes for—so do the same. This independence streak sometimes just her at odds with the team-oriented High Five, but the two usually use their differences to learn from each other and grow even stronger, individually and as a team. Sureshock doesn't believe in going against the grain for its own sake, instead she just believes in going *at* the facts and making your own decisions rather than allowing someone to do it for you. She has a deep empathy with all living things and is willing to fight for their freedom, and this sense of purpose in her own team to be rubbing off on Alloy as well.

WEAPONS & ABILITIES

Subject is highly intelligent and agile, but lacks physical strength and resistance to damage. She is an excellent decision-maker, with an uncanny ability to cut through facts from different sources to reach the best objective conclusion. Her vehicle mode is the fastest of the trio, except for when *Grinder* uses her booster jets.

ALTERNATE MODE



WEAKNESSES

Subject's physical abilities are weak, but she makes up for it by being fast and daring when pressed into combat.

PERCEPTOR

"SEEK YOUR TRUE POWER."



ALLEGIANCE
MINI-CON

SUB-UNIT
STREET ACTION TEAM



BIO

The three Mini-Cons of the Street Action Team—Gondor, High Vis, and Sunstreaker—are some of the most powerful beings in the galaxy trying to better the lives of all those they come in contact with.

It is perhaps this overriding decency that binds the three together and helps them unlock their deeper hidden abilities. Their combined

force, Perceptor exemplifies each of their best traits: creativity, teamwork, and individuality, respectively. With a purity of purpose that most Cybertronians lack, Perceptor is able to communicate with other beings on an almost telepathic level, breaking all language barriers or boundaries of space. Always striving to help others improve themselves, Perceptor has used these abilities to become something of a lightning rod for gathering Mini-Cons together in the name of good.

WEAPONS & ABILITIES

Subject is still growing into its abilities, but they are already formidable. It can stand up to Decepticons twice its size in battle, but Subject's true strength comes from its mysterious mental abilities. Subject is capable of communicating mentally with other beings, particularly Mini-Cons, at great distances. The full extent of these powers is still unknown, and more seem to be developing as time progresses.

WEAKNESSES

Subject has no outstanding physical weaknesses, but Megatron's desire to possess it is a definite disadvantage. Although physically capable when contained, Subject's three individual components are much more vulnerable to Decepticon attacks.



ALLEGRAE
MINICON

SUB-UNIT
STREET SPEED TEAM

BACKTRACK

"INCONVENIENT WORDS ARE BEST FORGOTTEN."

BIO

On the open road, Backtrack peels out at top speed and never looks back. Speed and action are his two loves, and he's absolutely straightforward about that. The issue isn't so solid for his personal affairs, where Backtrack will "backtrack" on his word as the first opportunity. He makes charming promises he never intends to keep, and then conveniently forgets about them when it's time for him to shift his tail end of the bargain. This misfeasance occurs and has earned him a negative reputation despite the solid work on behalf of the Minicon and Autobots. Backtrack doesn't seem to have any remorse about his unbecomingly personal behavior—he feels that he's doing his part by being reliable on the battlefield, where it counts. If someone foolishly expects that to being reliable in social affairs, then that's their bad luck, Backtrack reasons.

WEAPONS & ABILITIES

Subject is an excellent driver with immense speed in his vehicle mode. He can reach speeds of 238 mph for bursts of 20 miles at a time. He's also received reconnaissance training that gives him an edge in stealth operations like spying or infiltration.

ALTERNATE MODE



WEAKNESSES

Subject's contradictory behavior off the battlefield has earned the ire of several of his Minicon and Autobot teammates, although he finds himself unconcerned about this. Physically, Subject is prone to blowouts if he speeds while in reverse.

OVAL

"THE BEST DEFENSE IS HUMOR."



ALLIANCE
MINI-CON

SUB-UNIT
STREET SPEED TEAM



BIO

As fast as the Street Speed Team is on the road, Oval's mouth is only an inch faster and louder and more obnoxious. He's appointed himself the official Mini-Con comedian, much to everybody's dismay. It's not that Oval's jokes are in fact even so, worst, not funny—it's just that he never, ever stops making them. When he has a hot streak, he can literally overpower friends and foes alike with overpowering laughter. On the other hand, on a bad day his constant chatter can be more grating than a broken starter. Oval uses his motor-mouth humor to take his mind off the grim experiences he faced while in Decepticon captivity, and he hopes that his jokes can help brighten his friends' moods as well. They understand his intentions, which makes it difficult for them to find fault in his usually uproarious antics.

WEAPONS & ABILITIES

Subject possesses slightly above-average strength and great speed. He is capable of reaching a top speed of 205 mph for a distance of 100 miles. In robot mode, he

wields two arm-mounted exhaust cannons that can fire super-heated, corrosive flames. Subject is also a very capable comedian.

WEAKNESSES

(From the Personal File of *Spartan*, Mini-Con)
Could Oval stay quiet for more than two seconds, even if we were in grave danger? I doubt it. It's fair to bet that the Autobots, the Decepticons and the Mini-Con walking into an Energon refueling station are more time on this mission, I swear, I'll

ALTERNATE MODE





ALL SEARCH
RINACON

SUB-UNIT
STREET SPEED TEAM

SPIRAL
"SPEED OVER STRENGTH!"

BIO

Leading one of the fastest Hot-Cool ground units is no easy task, but Spiral is more than up to the challenge. She's a rough-and-ready warrior who isn't easily gaffed from anyone, Asodren, Darespoon, or Plan-Cool. Despite her mood, she's more than willing to use brute force when necessary, which she now gladly does on behalf of the Asodren. Spiral despises one-sided battles and has no problems finishing off *Subject's* attempts to beguile her.

WEAPONS & ABILITIES

Subject is the strongest and fastest member of the Street Speed Team as well as being the most skilled driver. In her vehicle mode, she can reach speeds of up to 125 mph for 60 miles at a time. Her bulkier than average construction gives her an advantage in front-cocked combat with less sticky feet. She has above-average intelligence and sharp tactical abilities.

ALTERNATE MODE



WEAKNESSES

Subject has no outstanding physical weaknesses, but she does have a short fuse when it comes to her temper.

SUPER OPTIMUS PRIME

"FREEDOM IS THE RIGHT OF ALL SENTIENT BEINGS"



ALLEGiance
AUTOBOT



ALTERNATE MODE



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ALL SOURCE
AUTOBOT

SUPER OPTIMUS PRIME

(SOFT SKINNED)

BIO

[From the Personal Files of *Springing Mini-Con*]
There aren't a lot of beings that can instill hope in a Mini-Con. Let's face it, we're kind of had it enough. Captured, tortured and used against our will as pawns in somebody else's war... it's easy to understand why most of us have a problem with trust—myself included. When posits on the run from two groups that both look at you as a glorified power battery it pays to be a little wary about intentions. Sure, some can claim to have the Mini-Con's best interests in mind, but then go ahead and take advantage of us for all their worth. Ulterior motives like those aren't a worry when it comes to Optimus Prime—he really is as good as his word. It took me a while to fully trust him, but now I understand that Prime only believes what he says, and says what he believes. *Magnum* once told me I like his personal Mini-Con slave... but Prime just insists we like his partner. And that makes all the difference. Prime's attitude gives me hope that we can co-exist with the larger Cybertronians in a peaceful way... and that fact is why I'll do everything to convince the other Mini-Cons to fight on his side.

WEAPONS & ABILITIES

Subject is possibly the strongest and wisest of all the Autobots. His enhanced Powerlinking ability allows him to join with his brother to form his "super-mode." In this form Subject is also



OPTIMUS PRIME
CYNICAL, MOODY



BASE
MODE

(CONT)

able to bond with fellow Autobots (giving both flight capabilities) and *Overload* (who enhances Subject's firepower). [For more information on Subject's abilities, see "Optimus Prime"]

WEAKNESSES

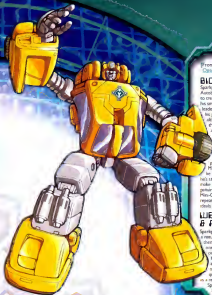
Subject exhibits no physical weaknesses, but his honesty and compassion can make him vulnerable to the Decepticons' manipulative tactics.

SPARKPLUG

"EQUALITY IS MORE THAN PHYSICAL."



ALLIANCE
MINI-CON



[From the Personal Files of
Optimus Prime: Autobot Leader]

BIO

Sparkplug is a constant reminder of why the Autobots—myself included—must always strive to treat the Mini-Cons with respect. Despite his small size, he has all the qualities of a great leader: one who truly understands the needs of his people and struggles to meet them. In fact, although it sounds odd to say, I can only hope that Autobot like Hot Shot can eventually achieve the level of responsibility and maturity that Sparkplug already possesses. Sparkplug speaks simply and without the flowery words of a politician (the one of which I've been told to cut back on more than once). He is very much a fan of the people, and I believe that's why the other Mini-Cons respond to his words. Even though he has a natural inclination toward leadership, he's still a bit young and naive. But those traits just make his confidence seem even more sincere and genuine. I fear that I may lose him—and all the Mini-Cons—down on the job, and I vow never to repeat that mistake...not just for the sake of my duty, but for the sake of our friendship.

WEAPONS & ABILITIES

Sparkplug is as intelligent as he is honest. He has a natural ability to relate to others and motivate them with his words, which is why he's become one of the most trusted Mini-Con leaders on Cybertron. Physically, his vehicle mode has imposing speed, allowing him to reach a speed of 215 mph for a distance of 120 miles. He combines this swiftness with his quick thinking, making him a valuable asset as a reconnaissance agent. Like many Mini-Cons, Sparkplug can access a larger Transformer's station when Powerlinked, but he is actually capable of boosting power levels much higher than the average Mini-Con.

WEAKNESSES

In addition to the usual dangers Mini-Cons face when engaged in combat with larger beings, Sparkplug has to deal with being particularly sought after by the Decepticons due to his enhanced Powerlinking capabilities.

ALTERNATE MODE





ALLEGIANCE
DECEPTICON

TERRORSAUR

"THE STRONG TAKE, AND THE WEAK GIVE-TO ME!"

BIO

Terrorstar was the embodiment of the lowest common denominator. This single-minded headbanger gravitated to the Decepticon army's "might makes right" propaganda because he craved power and luxury, but didn't want to work to achieve them. He decided that he could use his skills to simply overpower the weak and take what he wanted, and the Decepticons provided him the perfect opportunity to do so. Even they might have shied away from this obnoxious loud-mouthed recruit, if not for his preternatural abilities as a terror. Although he spoke with the unrefined vernacular of a street thug, Terrorstar became a sleek, sophisticated killer on the battlefield. Here, then, one of his fellow Decepticons commented on the bizarre, almost supernatural transformation that let underneath during combat, which helped stake his considerable ego. Of the four Transformers inside to save Unicron, Terrorstar is the only one who seemed destined to gladly embrace the darkest path.

WEAPONS & ABILITIES

Subject possessed a high level of strength and endurance, but only average intelligence. However, his natural instincts as a warrior, both on the air and the ground, made him one of the most formidable Decepticons in battle. His robot mode's top flight speed was 300 mph, but he could reach speeds of up to 450 mph using his booster thrusters in beast mode. Subject was particularly adept at using his razor-sharp, super-hard claws and wings to pick off foes on the battlefield.

ALTERNATE MODE



WEAKNESSES

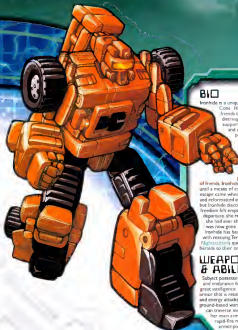
Subject's teeth in beast mode are relatively brittle, making them susceptible to breakage when trying to bite a sturdy object. He's very sensitive about his motor flow in light of his otherwise impressive capabilities.

IRONHIDE

"ALONE IS NO WAY TO LIVE"



ALLEGIANCE
MINI.COM



BIO

Ironhide is a unique case among the Mini-Cons. Having lost numerous close friends to the Decepticons, the distraught Mini-Con vehemently supported the Autobots' cause and even offered to team permanently with an Autobot warrior. The two became a close-knit duo until the Autobot was destroyed by the ruthless Decepticon Terrorcon, who then captured Ironhide to act as his own personal Mini-Con. Bereft of friends, Ironhide could only accept his fate until a means of escape presented itself. This escape came when Terrorcon was captured and reformed into a herald of Unicron, but Ironhide discovered that her newfound freedom left empty. With Terrorcon's departure, she realized that everyone whom she had ever shared any connection with was now gone. Since then, the glowing Ironhide has become strangely obsessed with rescuing Terrorcon and has joined in Megatron's quest to return Unicron's heralds to their original status.

WEAPONS & ABILITIES

Subject possesses above-average strength and endurance for a Mini-Con, as well as great intelligence. She has particularly heavy armor that is resistant to most projectile and energy attacks, making her an effective ground-based warrior. Subject's vehicle mode can traverse most terrain with ease, and her main armament in this mode is a rapid-fire machine gun that fires 120 armor-piercing shells a minute.

WEAKNESSES

Subject is physically well-protected, but her steady emotional state makes her somewhat unreliable.

ALTERNATE MODE





ALL INFORMATION
IS UNCLASSIFIED

THRUST

"I RIGHT, I PREVAIL, I CONQUER!"

BIO

Thrust was at the Decepticon's second-in-command but the underhanded villain's deeply depressed nature drove him to let second to none. With a character as dark, Thrust manages to win most things into trusting him, based on his overwhelming tactical skills, battlefield experience, and charm. These skills helped the veteran warrior quickly surpass others in the Decepticon hierarchy, thus ensuring that he made numerous enemies as he ascended the ranks. His most notorious rivals are Starscream, who seeks a leadership position for himself, and Demolition who owes the chance to be Megatron's lieutenant. Thrust doesn't care greatly employing his manipulative skills to jockey even his Decepticon enemies into doing his bidding.

WEAPONS & ABILITIES

Subject has immense strength and intelligence, and enough speed to match even Starscream. His VTOL (Vertical Take Off and Landing) jet mode is extremely maneuverable in combat, lending credence to the notion that Subject has never been defeated in battle aside from his tactical capabilities. Subject's most useful gift is his vast knowledge of strategies and tactics.



ALTERNATE MODE



WEAKNESSES

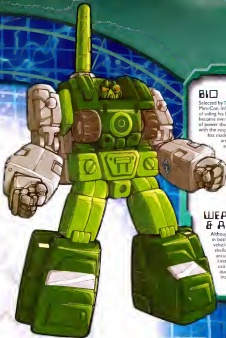
Subject's skills at manipulation are considerable, but he too can be overestimated and taken advantage of by a fly-by or ally. He dreams of great power and revenge but doesn't consider the eventual consequences of his ill-conceived changes and setbacks.

INFERNO

"THE CHOSEN EXIST TO LEAD."



ALLIANCE
MINI-CON



BIO

Selected by Thrust to be his personal Mini-Con, Inferno has grown into the role of aiding his Decepticon partner. Inferno has become even more enamored with the feeling of power that comes from being partnered with the respected veteran Decepticon, which has made him take on some of Thrust's arrogant characteristics. Twiggling among the other Mini-Cons and even Decepticons with a cocky attitude, Inferno sometimes hinders Thrust's schemes by making them less than necessary, too fast. Despite the inability represented by Inferno's boasting, Thrust still values his partnership with the capable and formidable Mini-Con.

WEAPONS & ABILITIES

Although small, Subject is quite powerful in both robot and vehicle mode. His vehicle mode can launch high-explosive shells up to 7 miles away with pinpoint accuracy. Subject also possesses limited cloaking capabilities, which he can pass on to a larger Transformer during Powerlink along with increased speed and weaponry.

WEAKNESSES

Subject's arrogance is relieved only as long as Thrust is in Megatron's good graces. Without Thrust, the other Decepticons would turn on Subject in an instant.

ALTERNATE MODE





ALLEGIANCE
DECEPTICON

THUNDERCRACKER

"TASTE THE CRUEL BITE OF MY RUTHLESS WEAPONRY."

[Security Briefing ID TC-14 from *Blurr* Autobots]

BIO

Truly a rebel without a cause, the apolitical Thundercracker was an exceptional Decepticon warrior who risked far more than to excel at his appointed task. Despite his constant attempts to win *Megatron's* favor, the bold aerial warrior eventually grew to resent his former leader and the cause for which he stood. Having abandoned the Decepticon ranks some time before the *Earthian Conflict*, Thundercracker dropped out of sight for so long that he was believed destroyed, but has been revealed that he may have set up a new base of operations within the portion of Cybertron's southern hemisphere known as the *Wastelands*. Several recent reports have also suggested that he has returned to Cyber City serving in a mercenary capacity along with a currently unidentified *Mini-Con* accomplice. Without any hard evidence of Thundercracker's continued existence, it's hard to substantiate such claims.

WEAPONS & ABILITIES

Subotach commands an extensive knowledge of a wide range of Cybertronian martial arts and combat techniques, having studied several of the Decepticon elite, including *Scorponok* and *Impactor*. Thundercracker is also rumored to possess a fierce "warrior spirit" which allows him to perform nearly impossible feats of strength and endurance when properly motivated. Like *Scorponok*, he can utilize his wing as a deadly Energon-powered blade in hand-to-hand combat.



ALTERNATE
MODE

WEAKNESSES

Thundercracker's lack of motivation and susceptibility to apathetic thinking can lead to bouts of depression and self-doubt, which can adversely affect his battlefield choices.

ZAPMASTER

"YOU DON'T WANT NONE OF THIS!"



ALL STAR RACE
RINOCORP



[From the Personal Files of
Thundercage, former
Decepticon]

BIO

I remember when I bumped into this rambunctious little Mini-Con while making my way through the Pitstoplands, following my falling out with Megatron and subsequent departure from the Decepticon army. As I wandered aimlessly, contemplating my fate, the arrogant little whelp sprung from nowhere and actually had the bearings to try and mug me. After shrugging off the attack,

I was poised to return the favor by extinguishing his puny little spark. But there was something about that spark of his that I couldn't help but respect—the little scrapper just refused to back down, even with my megawatt laser beam from his face. Below it or not, from that cycle forward Zapmaster has inspired me to train and reflect with the hopes of someday putting a stop to Megatron and his ilk.

WEAPONS & ABILITIES

While not possessing any true military training, Zapmaster's troubled upbringing in the Pitstoplands has toughened him up considerably, making him more of a street than most of the so-called "warriors" that I've served with. A lifetime of struggling and scraping for survival has turned him into a fighter in the truest sense of the word. Oddly enough, he reminds me a lot of my younger self. Go figure...

WEAKNESSES

This carelessness Mini-Con's courage is much bigger than his tiny frame can support, and while I can truly respect that, I fear that it might one day lead to his downfall.

ALTERNATE MODE





ALLEGIANCES
SHIFTS ON

TIDAL WAVE

"MUST DESTROY!"

[From the Troop Assessments of
Megatron, Decepticon Leader]

BIO

Brutal, destructive and utterly relentless Tidal Wave is a Decepticon after my own spark. Although he's a powerful warrior who truly is a force to be reckoned with, his limited intelligence and lack of battlefield ingenuity severely limit his staggering potential. Still, his destructive capabilities are quite impressive if there is anything left standing in the wake of one of his attacks, then it was simply a matter of him not seeing it. Taking full advantage of that, I have modified him to access a modified Powerlink with repulsor that grants the access to all of his devastating abilities. Unfortunately Tidal Wave's pulverized combat-capacity and uncontrollable impulses often interfere with the process, resulting in a severe strain on my own internal systems and minimal operating performance in this form.

WEAPONS & ABILITIES

Raw power - Physically Tidal Wave is the most impressive of my ranks. Besides his tremendous physical strength, the simple-minded brute's dense hide and reinforced superstructure allow him to shrug off attacks that would leave a normal Transformer on the verge of terminal status lock. His powerful weaponry-fused alternate modes have earned him the nickname *Dark Fleet*, throughout the galaxy and it's well deserved. He has the capacity to transport troops by cargo or whole ones or destroy entire battalions.



ALTERNATE MODE (SEPARATED)



TIDAL WAVE

(CONTINUED)



ALLIANCE
DECEPTION

WEAKNESSES

Unfortunately for all intents and purposes, Tidal Wave's cerebral chamber is as dense as that hole of his. However, that minor flaw is easily overcome—it's simply a matter of maintaining control of this simple little mind of his. The true problem lies within his strange loyalty to the invisible parasite *Ravage*. Without him, Tidal Wave is more apt to run wild, effectively becoming more of a liability than an advantage.

ALTERNATE MODE (COMBINED)



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ALLIANCE
ARMY

RAMJET

"TELL THAT TO MY FRIEND."

BIO

An opportunistic coward who hides behind the might of the unstoppable juggernaut known as *Tidal Wave*, Ramjet has made a career out of literally being a "hanger-on" who's conveniently in the right place at the right time and, more importantly, with the right *bot*. One never expects Ramjet to openly charge into battle, but it's a safe bet that he's the first to whisper the notion of destruction into the open audio receptors of his nearly invincible comrade—so long as he's a safe distance away. Rumor has it that the First Gun was somehow

responsible for reanimating *Tidal Wave* after a failed covert operation at an Energon refinery during the initial Decepticon invasion. Supposedly the source left *Tidal Wave* in critical condition and a forced Powerlink with Ramjet recharged his store of spark, allowing him to survive. However, several Decepticon scientists theorize that Ramjet's "enhancements" to *Tidal Wave* are minimal at best, and are more a result of Ramjet's suggestive capabilities on *Tidal Wave's* impressionable intellect.

WEAPONS & ABILITIES

In his alternate form, Ramjet is capable of tremendous speed, easily exceeding Mach 3; however, it's his influential kinship with his Decepticon partner *Tidal Wave* that is often viewed as his greatest asset.



ALTERNATE MODE



WEAKNESSES

In exchange for his light and streamlined form, Subject possesses minimal armor plating. The resulting trade-off is that he's faster and more maneuverable when airborne, but is extremely more susceptible to anti-aerial ordnance and projectile-based attacks.

UNICRON

"I AM UNICRON, THE DESTROYER OF WORLDS."



ALLSPARK
UNION





ALLEGORANCE UNICRON

BIO

Concupiscence is the state of Unicron's being, providing the dominant characteristic of this dark, god-like entity. It devours everything in its path, from space trash to whole worlds, fully aware yet completely unrepentant about the dire consequences these actions have on living beings. Unicron exists above and beyond such petty moral concerns, seeking only to absorb all things in order to savor an unquenchable and insatiable desire for more power. This insatiable hunger has led the creature known as Unicron across not only whole planets, but also entire universes and dimensions as well. Since Unicron's thought processes, like its mission as a sentient being, rest on a plane of existence far beyond the average lifetimes, it often employs agents to prepare the way for itself and deal with any mortal beings that could potentially stand in the way of its goals. These agents are usually super-powerful beings that Unicron has encountered and been somehow impressed by during its travels. Unicron itself was actually suggested and seemingly annihilated by the combined might of the Transformers and Max-Cons, but many have become suspicious about whether the force of nature can ever truly be destroyed.

[From the Personal Files of Optimus Prime, Mini-Con]

I saw this monstrous destroy my world my Cybertron, before I arrived on this one. I must admit that it was satisfying to watch it hurt and humiliate this bringer of chaos, but I am still unsettled by the encounter. Can corruption and hate ever truly be destroyed? Although I am hesitant to tell the others, I will fear that this being may have truly been the shadow of a far greater evil. For the sake of my new home, I hope that I am mistaken.



WEAPONS & ABILITIES

Subject's abilities are incomprehensible with powers that appear infinite to mortal onlookers. The size of a planet, Subject can easily absorb most worlds into itself for sustenance, increasing its energy levels even more. It can also transform itself into a gigantic robot form in terms of otherworld capabilities. Subject's suit alone makes it an unstoppable juggernaut, but it also possesses numerous methods of attack such as an army of missile batteries and other planetary-scale weaponry. Even Subject's mentally projected "voice" can have a disconcerting and damaging effect on those who hear it. It has a defensive grid that works like an immense system to prevent small threats from infiltrating its superstructure; this defense system is based around powerful copies of the Max-Con known as *Dead End*.

ALTERNATE MODE



WEAKNESSES

Virtually invulnerable in the physical sense, Subject can ignore most attacks with an abhorrence that transcends mere arrogance. However, it is unprotected on a mental and spiritual level to concepts such as innocence and purity. The basic ideas of "goodness" are ironically incomprehensible by Subject, being so antithetical to its nature that a concentrated dose of them can confuse or even destroy Subject's corporeal systems. This may be why the Max-Cons pose such a threat to Subject as a group.

DEAD END

"MY MIND ROTTS IN THE BLACK HOUSE OF CROOKED ANGLES."



ALLIANCE
MINI-CON



BIO

No being has experienced more horror in its lifetime than Dead End. Long ago he witnessed the destruction of his home world at the hands of life-givers, and had no choice but to endure the loss of everyone he had ever known or cared about. Yet Unicron spared Dead End for some unknown reason, keeping him alive within its lair. Since then, the formerly rational and cheerful Mini-Con was alternately subjected to solitary confinement, forced to watch as Unicron destroyed yet another world, or experimented on relentlessly by Unicron's internal systems.

Millions of such tortures proved more than the Mini-Con's psyche could bear, and he descended into gibbering lunacy. Kaptain alone is a source of fresh data for creating more copies. Dead End roams hidden somewhere in Unicron, a crazed madman who has been exposed to information that no mortal mind was ever meant to handle.

WEAPONS & ABILITIES

After a seemingly endless span of time absorbing the ambient energy of Unicron, Subject now possesses strength far greater than most Transformers. As alone Mini-Con, his intelligence level is debatable because of his present mental deficiencies, although he was once considered quite clever. In both modes, he wields a powerful cannon that can fire standard laser blasts or be used to separate targets into their basic elemental components.

WEAKNESSES

Although Subject experiences brief bursts of clarity, he is hopelessly insane.

ALTERNATE MODE





ALLEGIANCE
DECEPTICON

WHEELJACK

"I AM A HIGH-OCTANE, ROAD-EATING MONSTER!"

BIO

At one time, you couldn't find a more faithful and good-hearted Autobot than Wheeljack. He believed in the cause as well as the infidelity of his friends and comrades. Most of all, he trusted in his two best friends: Hot Shot and Windcharger. Wheeljack and Hot Shot had a deep bond and friendly rivalry, each trying to outdo the other's heroic antics. Tragically, events at a battlefield miscommunication left Wheeljack alone to die, believing Hot Shot had abandoned him. Found by the Decepticons, the disillusioned Wheeljack was quickly indoctrinated to their way of thinking. His anger and resentment grew into a full-fledged hatred of the Autobots and Hot Shot in particular, and Wheeljack became a dedicated Decepticon warrior. Being his true self was for the day when he can reveal to Hot Shot that he's still alive and take his vengeance on his former friend. He externally reminds him of the betrayal that sent him on his dark road. Wheeljack wears a crossed-out Autobot symbol alongside his Decepticon badge.

WEAPONS & ABILITIES

Incredibly strong and intelligent, Subject was one of the most promising young Autobot warriors before his defection. Now he is among the greatest Decepticon fighters, skillfully wielding his two energy cannons in battle against his former allies. In vehicle mode, he can reach speeds of 283 mph for a distance of 500 miles at a time.

ALTERNATE MODE



WEAKNESSES

Subject's single-minded obsession with destroying Hot Shot has made him unable to enjoy his own life or focus on anything except for his path of revenge. This clouds his mind and makes his decision-making less and less times.

WINDSHEER

"IF YOU STRIKE AT MY FRIEND, YOU STRIKE ME."



ALLEGIANCE
MINI-CON



BIO

Along with Wheeljack, Windsheer was once an idealistic, young Autobot. The two were brave and dedicated warriors for the cause, and Wheeljack's perceived betrayal at the hands of Hot Shot, unable to accept his close friend's abandonment, Windsheer bitterly agreed to cross sides and fight alongside the Decepticons to get revenge. Although he has more visible doubts about the decision than Wheeljack, Windsheer is dedicated to standing by his friend regardless of the consequences.

WEAPONS & ABILITIES

Subject possesses average levels of strength and intelligence, but missing aerial speed. His jet mode is specially designed to make it more effective at stealth and surprise missions, two areas that Subject excels at. In robot mode, each of his hands contains an energy blaster of mid-level strength.

WEAKNESSES

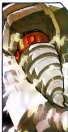
Subject's devotion to his friends makes him easy to take advantage of, but Wheeljack is always looking out to make sure his partner isn't being manipulated by the other Decepticons.



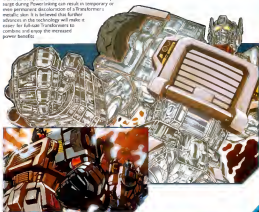
ALTERNATE MODE

POWERLINK PROCESS

The Powerlink process (sometimes called "Powerlink" in Cybertronian slang terminology) is a careful term for power upgrades among Transformers. The term is primarily used to refer to the process by which Mini-Cores bond with and enhance the abilities of a larger Transformer. The use of one Mini-Core was based on ancient technologies that were uncontrolled and adopted by Megatron and his Decepticon faction to give them an edge against their enemies. These same processes were later also incorporated into standard Autobot technology, making both factions compatible with the Mini-Core. Powerlinking was also incorporated into



the species of Transformers in different ways, allowing two or more beings of the same class to bond with one another to increase their powers. This innovation allowed the creation of combinations such as *Prowl* and *Optimus Prime's* "super mode" and ability to combine with *Jazz* and *Chromedome*. When Powerlinking the systems of the linked Transformers interface with and enhance each other, allowing the combined form to have far greater power than the individual components. In some cases, the extreme power surge during Powerlinking can result in temporary or even permanent discoloration of a Transformer's metallic skin. It is believed that further advances in the technology will make it easier for full-size Transformers to combine and enjoy the increased power benefits.



CYCLONUS

AND CRUMPLEZONE



ALLIANCE
DECEPTION



THE ONLY
POWERLINKED TO
CYCLONUS

MINI-CON
PARTNER:
CRUMPLEZONE



POWERLINKED
ALTERNATE MODES



ALLEGIANCE
DECRYPTION

DEMOLISHOR AND BLACKOUT



DEMOLISHOR
POWERLINKED
TO BLACKOUT

POWERLINKED
ALTERNATE
MODES



MINI-CON
PANTHER:
BLACKOUT

HOT SHOT AND JOLT



ALL-STAR
AUTOBOT



HOT SHOT
AND JOLT
ARE THE
BEST OF FRIENDS

MINI-CON
PARTNER:
JOLT



POWERLINKED
ALTERNATE
MODES





ALL ENERGIES
AUTOBOTS

DET FIRE AND COMETTOR



WITH THE
POWERLINKED
TO COMETTOR

POWERLINKED ALTERNATE MODES



MINI-CON
PARTNER!
COMETTOR

OPTIMUS PRIME AND SPARKPLUG™



ALLEGIANCE
AUTOBOT



OPTIMUS PRIME
POWERLINKED
TO SPARKPLUG

MINI-CON PARTNER: SPARKPLUG



POWERLINKED
ALTERNATE
MODES



ALLIANCE
AUTOBOT

RED ALERT and LONGARM



RED ALERT
POWERLINKED
TO LONGARM

POWERLINKED ALTERNATE MODES



MINI-CON PARTNER:
LONGARM

THRUST AND INFERNO™



ALLIANCE
DECEPTION



THRUST
POWERLINKED TO
INFERNO

MINI-CON
PARTNER:
INFERNO



POWERLINKED
ALTERNATE
MODES





The planet Cybertron is home to at least three distinct groups of Transformers, beings able to shift their mechanical bodies from one form to another: Autobots, Decepticons, and Mini-Cons. It is infamous throughout the galaxy for the ongoing civil war between the two factions of larger and more powerful robots, the Autobots and the Decepticons, and their quest for the smaller Mini-Cons.



CYBER CITY

Cyber City is the center of civilization on Cybertron. As the war with the Decepticons escalated to more and more of the planet, consuming the smaller cities and Mini-Con villages, Cyber City became the last bastion of peace on the planet. It was defended militarily by the Autobot and their leader *Optimus Prime*, but political control remained in the hands of a council of ancient Transformers led by *Leviathan*. Following the reconstruction of Cybertron and the cessation of hostilities, this council helped set about rebuilding the world beyond Cyber City.



DECEPTICONS

Organized by the megalomaniac known as *Megatron*, the Decepticons are the scourge of Cybertron. Their mission is based on conquest, but it primarily seeks to serve the personal needs of *Megatron*, who has been the primary manipulator of all Decepticon activity. With his disappearance, the army fell into disarray with only a few remaining guerrilla forces still active.

AUTOBOTS

Dedicated to truth, justice, and freedom, the Autobots are the symbol of goodness for most of Cybertron. Under the command of *Optimus Prime* and *Prime*, they represent the only military force capable of standing up to the Decepticon onslaught. However, since most are peace-loving beings, their ability to combat the Decepticon menace is often hampered by their compassion and passive nature. After the steering aid of the war, the Autobots became the primary security force for the planet, guarding against any remaining pockets of Decepticon resistance.

EARTH ALLIES



The planet Earth has become of primary importance in the Autobots and Decepticon conflict since the Mini-Cons were rediscovered there. The majority of the Earth populace remains unaware and uninvolved with the overall Transformer war, but the following three youths have proved an invaluable asset to both the Autobots and the Mini-Cons. They were the first to meet the Mini-Cons, and also the first to offer them their assistance and protection, gaining them much respect and even reverence among most Mini-Cons.



ALEXIS

Highly studious and intelligent, Alexis is the realistic, grounded member of the trio. Although not as keen on daredevil maneuvers as Carlos or Rael, she has shown herself to be capable of taking charge and making decisive moves when pressured. A firm believer in free will, she has become quite interested in standing up for the rights of others and the environment.



CARLOS

Good-natured and high-spirited, Carlos is the eager "tech-head" of the group. Early on, he helped Rael develop "Project Supernoobs," a hedgepodge of household items intended to be a flying craft. Although less than successful, it underscored Carlos' interest in technology which has become a lifelong focus for him.



RAEL

An adventurous dreamer, Rael ("Bradley" to his parents) was the instigator of the group of friends. Always eager to take a chance on behalf of his friends, or just for the sake of excitement, it's obvious that Rael won't let his adventuring days end simply because the Transformers have left Earth.



Energon is the primary power source of all Transformers including Autobots, Decepticons, and Mini-Cons. Most other energy-producing fuel sources can be converted to Energon, which is somewhat volatile in its natural state. With advances in technology, weaponry is also being developed that can more directly take advantage of Energon's capabilities. In fact, it is theorized that Energon itself can be used as the basic construction element in weaponry that is physically tangible, but completely energy-based. Such weapons are expected to be 10 to 20 times more powerful than standard armaments, and their proliferation in the wrong hands risks re-igniting the Autobot/Decepticon war. There is also some experimental research being performed to understand the connection between Energon and the average Transformer's core life force, but this is all in the very preliminary stages.



MINI-CONS



The Mini-Cons are the smallest but most coveted race on the planet of Cybertron. Despite the physically fragile nature of the average Mini-Con, each possesses an internal well of power that can greatly enhance the abilities of anyone tapping into it (through the use of the Powerlink process), allowing them to act as a sort of sentient battery. Some Mini-Cons can also transfer special powers and abilities, like super-speed or invisibility, to their Powerlinked partners. In addition, they are each capable of tapping into an infinitesimally small energy source beyond their individual power source, allowing them grant access to nearly unlimited power. Most Mini-Cons are naturally hesitant to use this ability and have had minimal dangers installed to prevent them from doing so. Long treated as second-class citizens on Cybertron, the plight of the Mini-Cons truly became horrific when the diabolical *Hexagon* or "carnal" hot scientist in them devised a method to make use of their power-enhancing abilities: the Decepticons tore through the scattered Mini-Con villages on Cybertron, capturing innocent victims as they pleased. Faced with a terrible future, the majority of the Mini-Cons made a group decision to leave Cybertron and remove themselves from the conflict. This plan, devised by *Pinning*, encountered a severe bump when their haphazardly built craft experienced technical difficulties forcing it to crash into the moon and then surface of the planet Earth. Many of the Mini-Cons survived in the piece of the spacecraft left on the moon forming a Moonbase there. Others were left dormant on Earth until a trio of human children rediscovered them over a million years



after the crash. This reconstruction renewed Cybertron's interest in the fate of the Mini-Cons, who were long presumed destroyed. The new era of the conflict continued on both Cybertron and Earth until all of the inhabitants of Cybertron—Autobots, Decepticons, and Mini-Cons—united to defeat the being called *Unicron*. On the Mini-Cons were instrumental in this creature's defeat, taught to harness their little-understood abilities by the experimental Mini-Con traveler, *Quick Run*. With the war over for the time being the Mini-Cons are trying to resume a normal life on Cybertron and throughout the universe. Most Mini-Cons remained unchanged throughout the timeline, but some did choose permanent partners and ally themselves with either the Autobots or Decepticon

CHUCK

MINI-CONS' MOONBASE



After the crash of Rumbler's escape craft, a large portion of the Mini-Cons were left stranded on Earth's moon. Most were depressed about their predicament, but one was ecstatic. Dr.

Living selfishly on opportunity to assert himself, he took this one glibly. Gathering up the shaken Mini-Cons, he rallied them to his side and quickly developed a rescue and reconstruction effort. He fashioned the remnants of the craft into a fortress, the defensive and offensive capabilities of which he constantly upgraded. Far more aggressive than the average Mini-Cons, Duxton created a much more militant lifestyle on his

Moonbase than many were accustomed to. This chafed some of the more peaceful or Ausbert-aligned Mini-Cons, but most were fearful of us against Duxton because of his firm hold on the grateful majority. After the Earth-based Mini-Cons were reintroduced, Duxton arranged for them to be brought to his base against their will, with the means of turning them to his side. In the ensuing chaos, the base was abandoned and the Mini-Cons fled to Earth. Although damaged in the battle, the empty base still remains semi-functional.





WELL, I GUESS IT'S NOT TO LEARN THAT OUR AUTOBOT FRIENDS WOULD BE POSSIBLY WASHED AWAY INTO NOT BEING DIFFERENT. AFTER ALL, I JUST CAN'T BELIEVE I WANTED TO GO OVER ALL OF THAT INFORMATION I WAS ALREADY ON. STAYING, BUT THEN I BELIEVED AND A SECOND TIME WIFE. THAT IT IS A VERY AS IF SOMEONE WISHED HE WOULD BE ALL THE SAME.



WHEN LANDS ME BACK TO AN ORANGE SUITCASE AND SPOILER LEFT THE DEVICE HERE FOR ME? IT WAS CONSIDERED ONE OF THEM.



AND WHY DO I GET THE FEELING THAT THIS IS LEADING TO SOMETHING MUCH BIGGER?



WE ARE ALL PART OF THE LARGEST MOVEMENT, BEING WE'LL ALL BE CHANGING.



FOR NOW WE'VE TOUCHED THE HEART OF THE MATTER AND THE PEOPLE AS I AM ATTACHED TO COME WITH ITS OWN STORY. MUST PLAY ROLE FIRST IN FIGHTING US ALL FOR THE CHALLENGE OF THE FUTURE.

FOR ONLY BY JOINING ONE ANOTHER AND STRIVING TOGETHER CAN WE HOPE TO FACE THE GREATEST THREAT THAT LIES AHEAD.

TRANSFORMERS
ENERGON



MORE THAN MEETS THE EYE
OFFICIAL GUIDEBOOK

TRANSFORMERS ARMADA



MORE THAN MEETS THE EYE
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MORE THAN MEETS THE EYE
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TRANSFORMERS ARMADA



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